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ISSUE 4
APRIL 1993
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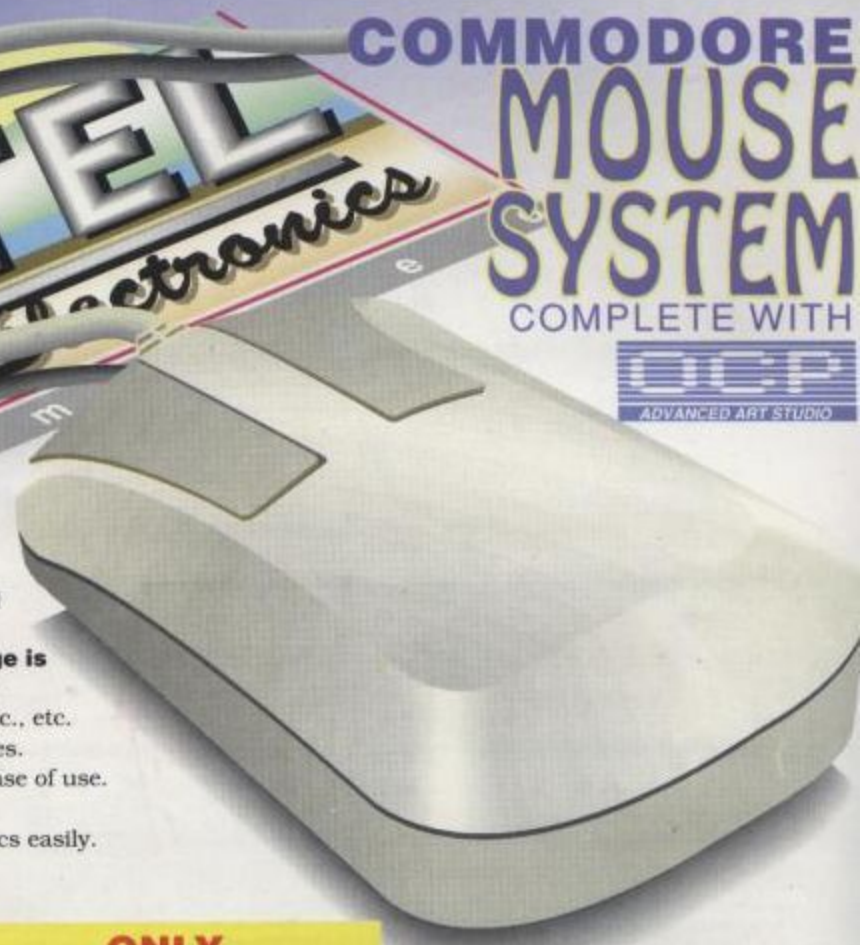
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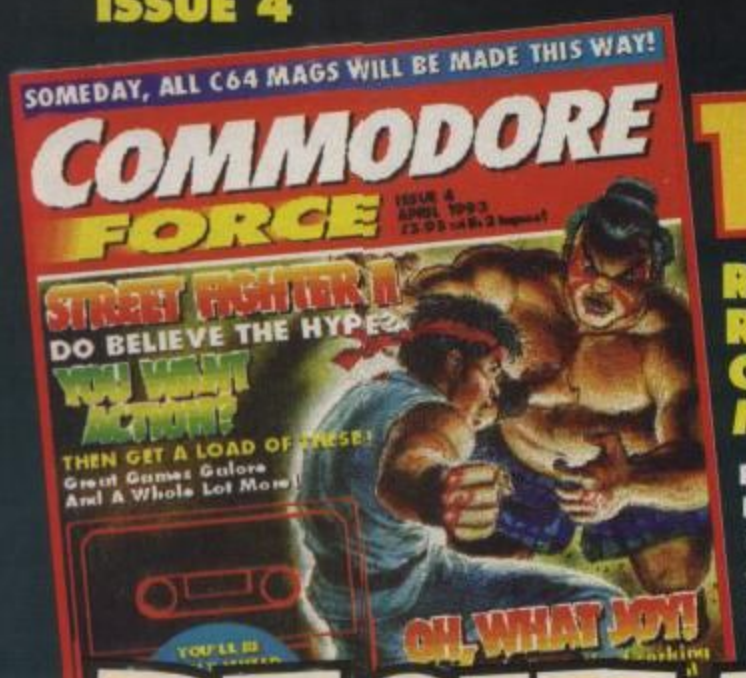
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ISSUE 4 APRIL 1993



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Chris presents a big bag of tips, ready for consumption and all in glorious colourvision.



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64 FORCEFIELD PLAZA
'We're S-H-O-PPING, we're shopping!' There's no Pet Shop Boys records in the PLAZA (hurrah!), but they're great for all things C64!

66 NEXT MONTH
Can you wait until next issue? No? Well here's a sneaky look at what's creeping forward.

REEL ACTION

It takes two to tango, and it takes two stompingly sound tapes to make every reader's month. There's *Venom*, an icon-driven graphic adventure, *H.A.T.E.*, an ace shoot-'em-up, and a corking game of golf too. Want more? Check out page ten for the full story...



GOLF MASTER

Putt, putt, putt — not an ancient motor-scooter in urgent need of repair, but Miles 'Bogey man' Guttery playing *Golf Master*. We hope you lot can do better...





VENOM

Snakes alive, it's a great CLIVE WILSON icon-driven adventure. Be warned — this one bites back!





CRITICAL MASS

Brilliant explore-'em up from Prism — a real critical rave!

H.A.T.E.

A *diagonally*-scrolling shoot-'em-up? Believe it — *Hostile All-Terrain Encounter*'s one of the most original blasters ever!

COMMODORE FORCE

COMMODORE FORCE (incorporating ZZAP!64) is Britain's biggest C64 mag — created by: Europress Impact, Ludlow, Shropshire, SY8 1JW.

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The editor's decision is final in all competitions.
Full rules available on request.
We cannot undertake to return anything sent into COMMODORE FORCE unless accompanied by a stamped addressed envelope.

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Oli 'Rasputin' Frey

WHAT'S H

HERE ARE THE ED LINES

It's been one of those months this month, readers. First we had to mournfully come to terms with the fact that US Gold's C64 conversion of *Street Fighter 2* wasn't going to live up to expectations (not that it sucks a biggie, it's just a birrova let-down after all the hype), then we spent day after day awaiting review copies of... anything!

The gloomy atmosphere lifted with the arrival of *Pipe Mania*, thank Gawd, an excellent game that's really managed to engross every member of the team. Other highlights this month include an hilarious argument which has developed between Chris and Miles — they've been at each other's throats like rabid grannies since Miles took it upon himself to 'help out' with Chris' Tips column. Treading on toes like that is a risky business, but at least it ensures the rest of the office are guarantied some side-splitting put-downs and tantrums!

Other news of the up-beat variety concerns our Dutch friends Alter Developments (yes, the *Lemmings* dudes). Having impressed the entire industry with their classy C64 routines, they now look set to tackle the conversions of some well wicked games. We've done a little piece about it which you'll find here in the 'What's Happening' section...

Until next issue, then, I'll say goodbye, farewell and may the COMMODORE FORCE be with you!

Steve

Steve Shields — Managing Editor

ALTER-NATIVE MEDICINE



At last! Contracts have been signed, backs have been scratched and chestnuts have been lightly roasted over a warm hearth. *Lemmings* is officially on its way to C64-land courtesy of Alter Developments. The team responsible are Thomas Mittlmeyer (coding), Nikaj Ejik (graphics) and Jeroen Tel (soundtrack).

If this isn't reason enough for large amounts of smiling and merriment, Alter are also planning conversions of *Prince of Persia*, *Troddlers* and the incredible *Zool*.



If you wish to join the Alter Developments team in Holland, send examples of your work to Alter Developments at the COMMODORE FORCE address and we'll pass them on. Who knows? You could be a teenage millionaire yet!



MAD DOG ...AND ENGLISH ME

One of the most original arcade game for a while was Atari's *Mad Dog*, an *Wolf*ish shoot-'em-up with a differer Instead of blowing away little pixelated



IT LIVES!

Live '93, one of the this year's biggest shows is getting bigger by the minute with the projected number of visitors now increased to between 150,000 and 175,000! A vast array of electronic gadgetry will be on show, as well as audio-visual equipment. Conferences and seminars will take place on a variety of different topics from musical skills to Hi-Fi/TV home theatre set-ups.

The Dixons Group have 1,200 square feet of space given over exclusively to displaying and selling the latest software releases. Elsewhere, the Games Centre will offer tips and advice on current software, plus computer challenges for visitors to enter.

The whole show runs from 16th-20th September at the London Olympia. Tickets are on sale now.

WHO'S PLAYING WHA

STEVE SHIELDS



● Between bouts of head bashing — Chris 'n' Miles have been very naughty this month — I've found time to play *Pipe Mania* (manic!), *RBI 2 Baseball* (brilliant!) and *Street Fighter 2* (disappointing). Other highlights have included the Dutch PD demos from Remi Ebus (impressive) and the *Lost World* adventure (absorbing).

IAN OSBORNE



● I'm not one for gratuitous violence, but *Street Fighter II*'s enough to turn a Millwall fan into a pacifist! *Great too see Smash TV* out on budget though — now THERE'S a brilliant brainless blast if I ever saw one!

APPENING!

soldiers, the whole thing was like an interactive movie with actual TV images appearing on a huge monitor. Set in the Wild West, the villain of the game was the Mad Dog of the title. A greasy, unshaven and ruthless character (sounds a bit like Steve). Fans will be pleased to hear that the sequel, imaginatively titled Mad Dog II is here. Combining a 45" screen, laser disc and Amiga computer as its hardware, any would-be Jesse James's should strap on their six-shooters and high-tail it down to the local arcade with a pocketful of change and a hearty YEE HAH. There's bandits to be shot and wrongs to be righted!

C64 BIGGER THAN THE NES SHOCK!

To quell any rumours suggesting consoles are swamping the market, just look at the latest Gallup charts. The trusty old C64 has a market share almost 2% higher than the NES and more than twice the figure for the Atari ST. PC's and compatibles are also well behind. Market leader is the Sega Megadrive, but bear in mind that these figures were compiled over the Christmas period when console sales were most prolific (few can afford them any other time of year). It's documented that over the year the home computer market is a far more active scene, wi console carts rapidly pricing themselves out of the market. Prophets of the Commodore's doo take note!



JUST NAME THE GAME

Here's some excellent news for anyone finding it difficult to get hold of C64 software. EDOS (Electronic Distribution Of Software) is a system set up by a company called Computer Visions. They have a catalogue covering over 2,000 titles from a wide range of software houses. These include Ocean, Gremlin, CodeMasters, Beyond Belief and many more. The great advantage is that none of the titles sell out, as each game is recorded individually from a master copy and issued on tape or disk (your choice). EDOS is fully approved by the software houses who are are paid full royalties on all games sold. To receive your free catalogue just send a SAE to;

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Taking place amid this years Ideal Home Exhibition at Earls Court will be a new event; the Ideal Electronic Games Show. Running from March 25th-28th 1993, the show features all the latest releases and the launch of a the 'National Computer Game Club'. The club intends to offer many competitions and an extensive mail order facility, catering for everything from Nintendo to Acorn software.

Admission is £7 adults and £4 children, but ten lucky COMMODORE FORCE readers can win free pairs of tickets simply by answering the following question;

In which famous English city are the Houses of Parliament located? Is it;

a) London
b) Manchester
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WHAT'S GIVEN US NUMB THUMBS THIS MONTH?

CHRIS HAYWARD



● My biggest mistake this month was letting Miles type in a hint for the Tips section. I've heard nothing else but constant whining from him. In between telling him to leave my mail well alone, I heartily enjoyed *RBI 2* and *Pipe Mania*. Two superb games at a superb price.

MILES GUTTERY



● I haven't had much time to play games this month due to my extensive helping-out with the tips section, with absolutely no credit whatsoever... so hear this, Hayward. This magazine ain't big enough for two Tipsters! The few snatched moments I did have were filled with *Pipe Mania*. A veritable stonker.

THE BIG BREAKFAST

MASTERBLASTER MAYHEM!

OUT OF THIS WORLD!

New boy Milo Jackson has had all the worst chores to perform since he joined the C-Force team as Editorial Assistant. Tidying disk boxes, getting the tea in and cleaning the bogeys from below the Dep Ed's desk are just a few of the things he's had to suffer, so we decided it was time to give the boy a break. Zig and Zag, the crazy alien stars of Channel 4's Master Blaster section on *The Big Breakfast* were available for interview purposes, we were told... so we dispatched the young dogsbody down to London for a chat. Topics for discussion included Zig and Zag's Monday morning computer games slot (7.30 am and an absolute hoot), the console menace and life in outer space...



Milo: So, gentlemen. When did you actually land on Earth?
ZAG: When we ran out of Zogmobile fuel. That's our spaceship, in case you didn't know.
ZIG: It runs on pepper, that's stuff that makes you sneeze. That's how our Zogmobile runs, turbo-injected Sneeze Power.
ZAG: But since you don't *have* pepper on Earth, we'll be parking here for a while. (At this point Milo makes a futile attempt to point out that pepper is in fact in plentiful supply, but the anarchic aliens were strangely disinterested...)

Milo: You both seem very professional on TV, like you've been in the business for ages. How old are you exactly?
ZAG: There's no age on Zog.
ZIG: We go by height. I'm taller than Zag at the moment. I'm 3 foot 2, Zag's only 3 foot 1 and a bit... that makes me in charge. (SMACK!)
ZIG: Ouch! Okay, we're the same height, ('cept I'm a little bit taller! Sssshhh! Don't tell grumpy Zag trousers).

Milo: Apart from arguing all the time, do you have any other interests?
ZAG: I collect celebrity toe-nails. My most prized toe-nails are from all three of Michael Jackson's big toes.

ZIG: Gosh! The hours I spend arranging my belly-button fluff collection. Excellent hobby!

Milo: What I'm dying to know is, how did you get to be on *The Big Breakfast*?
ZAG: Bob rang.
ZIG: Say no more (Zag, who's Bob?).

Milo: That Chris Evans character's a bit of a laugh, isn't he? Is he that funny in real life?
ZIG: Chris is our Dad. He takes us on picnics.
ZAG: I was in Hollywood, Summer '92, having brunch with Geena Davis in 'Spagos', when I got a phonecall on the mobile. The guy said, 'My name's Chris Evans, we want you on *The Big Breakfast*.' So I said, 'Geena, gotta catch the Red Eye to Heathrow.' So I picked up Zig over at Luke Perry's house, packed a bag and here we are!

Milo: What do you enjoy most about your computer slot on a Monday morning?
ZAG: Seeing the new games before they're in the shops. It's COOOOOOOL!

Milo: Had you played computer games before you landed on Earth?
ZIG: Yeah, and Camel Flarping — but only when it's in season.
ZAG: And if the camels are willing to play.

Milo: Okay, so what are your favourite games on the C64?
ZAG: *Turrican 2* and *Creatures. Space Crusade*'s good, too. It reminds me of home...

Milo: So who's the better gamesplayer?
ZAG: I think that's an obvious one.
ZIG: Sponges come from under the sea y' know!
ZAG: Look, readers, it's okay for you. I've got to live with him!

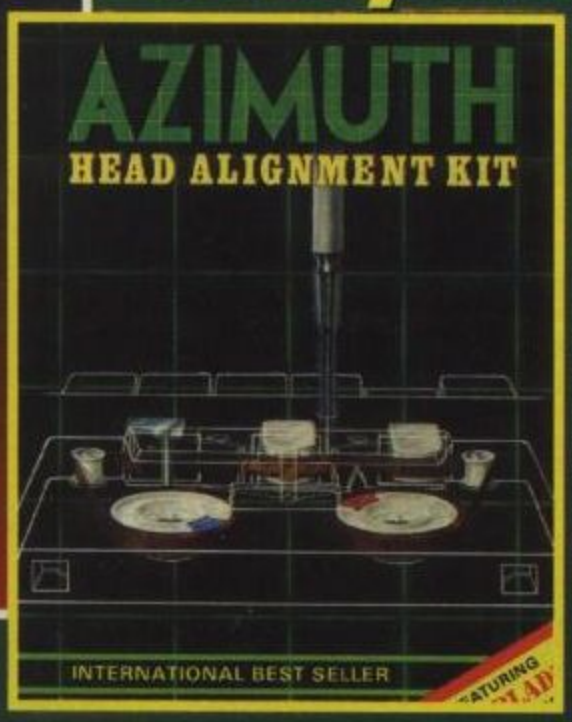
Milo: We're sick of consoles getting all the attention on TV. Will console mania ever catch on in Zog?
ZIG: I've got a friend called Derek and another called Emma, they live across the road.
ZAG: Answer the question, young man. Never mind. It's already caught on at home on Zog. We've got ZNES and ZEGADRIVE. But most popular of all is the ZEGA GAME GEAR and 'ZONIC THE HEDGE'. It's about gardening. Hedge trimming's really **big** on Zog.

Milo: I see. Just one last question before I leave you guys. Would you both like to star in your own computer game?
ZIG: Paul and Mark are brothers and the live beside the dry cleaners.
ZAG: Sorry about Zig everybody. Speaking for both of us, we'd love to star in our own computer game. Maybe we'd call it *The Search for Zig's Brain*...

WELCOME ABOARD

Soon there'll be no excuse for complaining about lack of peripheral support for the C64. MJC Computer Supplies, producers of hardware and sofware for the bigger machines for some time, have joined our cause! Through their same-day despatch mail-order service you'll be able to obtain not only games but a range of application software graphics packages *and* there's the possibility of a selection of C64-compatible printers in the future. See their advertisement elsewhere in this ish for more details.

OOH, ME ACHING HEADS!



There's no feeling worse than eagerly saving your monies for a game, dashing out to your local store for the purchase and kicking up a fit when it fails to load.

But have you ever stopped to think that it might not be the tape that's dicey? Fortunately some clever people have come up with the essential answer to loading difficulties. *The Azimuth Head Alignment Kit* from Interceptor Software is a must for any Commodore owner who cares for his equipment. The Kit is a simple yet dynamic piece of apparatus which consists of a tape and rather threatening-looking screwdriver for adjusting the datacorder's azimuth heads, source of most loading difficulties. It's foolproof to use and the results are quite astonishing. Many a cassette player had been abandoned in our desks and tossed aside into dark recesses, but like a magic wand the Azimuth repaired them all. And, to test out your improved Datacorder, there's even a copy of the timeless *Joe Blade* included for good measure. To get one, send a cheque/PO for £9.99 (payable to Trading Post) to; **The Trading Post, Victoria Road, Shifnal, Shropshire TF11 8AF.**

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REEL ACTION

They say variety is the spice of life, and if you read COMMODORE FORCE they're absolutely right! Not only do we bring you great games every month, but we also make sure they cover as many genres as possible. No splashing out on two reels of almost-identical platformers or shooters here, folks!

This month we've got *Golf Master*, a simple but fun interpretation of the sport that inspired a million pairs of silly trousers, *McGottifant*, which (despite the silly name) is a really great PD animation, *Critical Mass*, an eight-way scrolling shooter-cum-racer that'll keep the most ardent arcadester happy for hours, and *Holiday Cops*, soar-away sequel to *Cops*, which (if Lloyd's mailbag's anything to go by) was the best reader game of all time!

Look out for *H.A.T.E.* too, the world's only (as far as we know) diagonally-scrolling blaster, and our two adventures, the text-and-graphic *Energem Enigma*, and the menu-driven *Venom*. Last (but by no means least) there's *Easy Lives*, our brilliant cheat program from Sir Jon Wells, recently knighted for his contributions to the art of Joystick Juggling. So what are you waiting for? Slap the plastic into the datacorder and get going...

GOLF MASTER

● **Prism Leisure**





If you can't afford the fab *Nick Faldo's Championship Golf*, which received a rapturous review last ish, then fret not. COMMODORE FORCE proudly present *Golf Master* as part of this month's amazing slice of Reel Action for the very reasonable price of no money at all!

Up to four players can join in, wit three available skill levels. Amateu (no wind), novice (steady wind) an professional (changeable blustery wind). Club selection, direction and strength of shot are determined by set of icons at the top of the screen Remember, the HIGHER the number of the WOOD or IRON you're using, the LESS powerful (b more precise) the shot. The woods give greater distance, but the irons are more accurate for fairway strokes. The Wedge is ace fo lifting a ball out of a bunker or the rough, and whe you get to the putting green, switch to the Putter.

You know all you need to know, so get clubbing...



WHICH BIT DUZ WOT?

1. Shot Direction
2. Current Club
3. Power Bar
4. Select Higher Club
5. Select Lower Club
6. Adjust Shot Direction Clockwise
7. Adjust Shot Direction Anti-clockwise
8. Power Up
9. Power Down
10. Play Shot
11. Select Hole (practice mode only)

DEALS ON REELS!

Got a disk drive? Wanna get this month's REEL ACTION raves on disk? All you have to do is cut out this coupon and slap it in an envelope with a cheque/PO for £1.49 (payable to Ablex Ltd) to; **Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QR**.DON'T SEND YOUR MEGATAPES, you get to keep those as well! Can't say fairer than that, can you?

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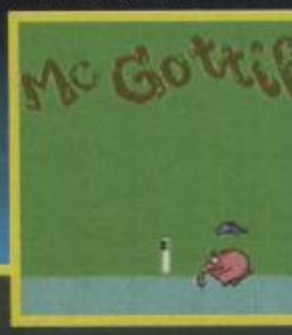
McGOTTIFANT

● **Animation**



Been pouring over Remi's ace PUBLIC SECTOR column every month? Wondering what all the fuss is about? Well quit your head-scratchin' and load up *McGottifant*, an excellent one-part animation by GOTCHA, the graphics genius from the coding group LOGICAL.

Unlike most demos, this little number comes complete in one part. You don't have to hit the space bar to get the next bit just load her up and feast your eyes! Make sure you crank the sound up too — music by LIZARD of JOLLYPOPPERS is always good for the ears.



CRITICAL MASS

● Prism Leisure



Extra terrestrial forces are at it again — one wonders if there's a single pleasant alien culture in the universe. They've taken over an anti-matter converter which supplies local colonists with energy and sabotaged it. You must take control of a small hovership and fight your way to the plant and blow it up. If your craft's destroyed, you eject and use your jet-pack and follow the direction arrow at the bottom of the screen to the hanger. Land on the red pad in time, and a new ship is yours. Run out of fuel or get swallowed by one of the (many) *Dune*sque sandworms, and all your problems are over (or at least you'll have stopped caring about them!). Be careful with the ships, there are only eight available.

The base is located to the far right of the map. Controls are either joystick in Port Two or keys as follows:-

< = left
>= right
X = thrust
Z = brake
Space = fire

Now get out there and show the alien slime just what a dangerous fellow/fellowette you are!



TAKE A HINT...

● Your craft's controls are very sensitive, so you might find it easier to use the keyboard at first. Accelerate slowly and in short bursts — bouncing your craft off the rocks gives it the life expectancy of Steve's Skoda (it fouled up last week — perhaps the rubber band snapped).

NORMAL vehicles have brakes to help you slow down (unlike Steve's Skoda), and are therefore much more manoeuvrable. VECTORED FLIGHT crafts require you to make an opposing thrust. This is much smoother at speed, but it's a lot more difficult to master.

Finally, remember the base is to the RIGHT — don't rush round like a headless chicken wondering why you're not getting anywhere!

HOLIDAY COPS

● Reader Game

Self-styled king of *SEUCK* **Alf Yngve**'s back, with the sequel to his immensely-popular *Cops*, one of the most acclaimed reader games of alll time.

After ridding Euro-City of organised crime, Mike 'Mad Dog' MacTavish and Singh 'Big Bang' Kapoor take a well-earned vacation in the Greek archipelagos. Some holiday — an army of terrorists invade, and they're hell-bent on taking over the island and holding their entire population to ransom (a bit like *Club 18-30* with guns). Needless to say our blue-uniformed buddies aren't having any of it — grabbing weapons from the terrorist's arsenal, they wade in and kick serious ass...





Holiday Cops is a one or two-player game — take your pick regarding which joyport to use.

If you want more of Alf's ace *SEUCK*ers, check out Binary Zone's collection — you can contact them at: Binary Zone PD, 34 Portland Rd, Droitwich, Worcs WR9 7QW.

REEL ACTION!

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COMMODORE FORCE

H.A.T.E.
ENERGEM ENIGMA
VENOM
EASY LIVES

REEL ACTION #

COMMODORE FORCE REEL ACTION

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COMMODORE FORCE

GOLF MASTER
MC GOTTIFANT
CRITICAL MASS
HOLIDAY COPS

REEL ACTION #

COMMODORE FORCE REEL ACTION

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REEL ACTION!

COUPON CORNER!

THIS MONTH'S CORKING COUPON CHEAT IS FOR ALF YNGVE'S EPIC *SEUCKERS*...

COPS/HOLIDAY COPS

TO GET THAT LITTLE BIT FURTHER, PLUG JOYSTICKS INTO BOTH PORTS BUT ONLY USE ONE OF THEM. JUST AS YOU'RE ABOUT TO LOSE YOUR LAST LIFE, HIT 'FIRE' ON THE OTHER — YOU CAN NOW CARRY ON PLAYING AS PLAYER TWO.





THE ENERGEM ENIGMA

● The Guild



Professor Roberts can't go for one minute without getting involved in some highly secret project. The problem is, every experiment he attempts comes hand-in-hand with trouble! After a returning from the planet Arg, the prof gets working on his latest invention. His Earth-shattering experiment can only commence when four precious crystals known as Energems are located and retrieved. In order to seek out the valuable stones, a detector was constructed. This, however, was shabbily put together (like Steve's Skoda), and can only detect crystals within five locations. Professor Roberts isn't to hot when it comes to athletics, so instead of trudging around distant planets himself he hires a special agent. You are Jim, and being paid by Roberts, you must journey to the Glenbo star system to carry on where the last agent left off — in a body bag! Your task is (*quelle surprise*) to find the crystals and return them to a very grateful prof.



● Stuck? No problem — send a SAE to TONY COLLINS (Energem Enigma) at THE GUILD, 760 Tyburn Rd, Erdington, Birmingham B24 9NX and he'll have a solution winging its way to you before you can say 'cheat'!

Once all four crystals are found they must be taken to the underground transportation tube, where they (and hopefully you), will be beamed back to HQ.

The atmosphere on the planet isn't particularly healthy for a human, but you do have four air tanks, all of which are easily changed and carried. If successful you'll be the first to test Professor Roberts's latest invention, which is apparently something pretty special!

The Energem Enigma is a split-screen text and graphic adventure that accepts all the usual adventury commands, such as **GET, DROP, SEARCH, EXAMINE,** etc. To move around the planet, abbreviate the compass directions to **N, S, SE, NW,** etc.

EASY LIVE

● The COMMODORE FORCE game tamer

Is your long-suffering C64 about to get hurled through the window because you can't get past Level Two of *Target Renegade*? Has *Magicland Dizzy* got you hopelessly flummoxed? Well dry your eyes and tuck your frustration comfortably into bed, for help is at hand with the latest instalment of ***Easy Lives***. That's right, if you can't beat it, cheat it. Infy lives, energy, sex appeal, etc can be yours at the touch of a button. There are

H.A.T.E

● Prism Leisure

Alien beings are forever on the look-out for a fight, and being a pilot with an unquenchable thirst for violence, you decide to join up with the Galactic Fighter Squadron and take the scrap to the slime-balls. As part of your initial training you must fly over an artificial alien-infested terrain, blasting everything in sight. The simulated aliens come in varied forms — projectiles, star-fighters, missiles and many more.

Smash an alien base and it leaves a PLASMA CELL, which you can collect. To complete the level, as many of these as possible must be taken over the finish line



(cross the line with none at all and you blow!). You then take control of a ground-attack vehicle, again gaining plasma cells to power the awaiting Starfighter. Every time your craft receives a hit one cell is lost, but if you've not collected any then your one-and-only life is lost. And remember, when controling the 'plane you need to think about height as well as direction — you won't blast a baddy by firing over his head.

H.A.T.E has a massive 30 levels divided into three stages;

Levels 1-10 Trainee
Levels 11-20 Fighter Pilot
Levels 21-30 Commander

VENOM

● The Guild/Clive Wilson

This month's second scorching adventure pits your wits against the evil dictator Traklan and his many demonic hordes. You take the role of Rikka, a close friend of the land's ruler, Arrel king of Armosin. Being devious and having a craving for power, Tracklan decides to wreak havoc and suffering over the world. Stopping the villainous fiend will try your text-handling skills to the limit, as only your wit, intelligence and guile can end the world's misery. The quest begins outside the Dancing Drayman Inn where you, Arrel and Arrel's friend Beris are mounted on horses. Good luck...



CONTROLS

Joystick in Port Two or;
Keyboard — F1 North
— F3 South
— F5 East
— F7 West
SPACE — Fire

FEATURES

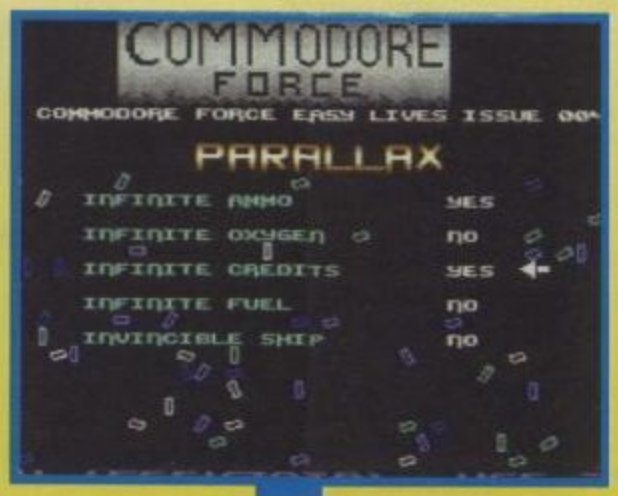
1. By selecting the SCROLL option, the verbs in the window below change to give more options.
2. Any characters present (including yourself) are displayed in the window below the verbs box (the window marked PRESENT).
3. TALK allows you to converse with any characters present. Selecting TALK places SAY TO in the scrolling window. The first character on the list will be highlighted, and you can move up and down this list. Pressing FIRE selects the character in the window, building the sentence SAY TO (PERSON). CONTROL returns to the verb window so you can select the action you wish the character to perform.
4. There are three examine commands:
 EXAM — to examine objects in the text.
 LOOK — to examine people in the game.
 VIEW — to examine any objects being carried.

If you want to see what another character possesses, use the TALK command, eg SAY TO HARG INVENTORY.
5. L' SAVE allows access to LOAD and SAVE to cassette or quicksave to memory.



6. The FIGHT command allows combat betwee the characters.
7. The MOUNT command makes you mount o dis-mount your horse.

● Stuck on this one too? Grab another SAE and bung it to TONY COLLINS (Venom) at the above address, and all your problems will be solved... except the small matter of living with your consience, you snivelling little cheat!



no tedious listings to type in. Simply load up the *Easy Lives* program and feast your eyes on the stunning visual effects brought to you by our very own Jon 'The Genius' Wells — it's so easy to use! Move the pointer (using a joystick in Port Two) to the title of the game that's bugging you. Click on it and a sub-menu will appear asking you whether you want lives, energy, ammo, etc. Make your choice and load the game as normal.

This month's humdinging hacks solve all your problems with;

Tusker
Parallax
Prince of the Yolkfolk
Sanxion
Target Renegade
Magicland Dizzy

More next month — stay tuned!

CONTROLS: Star Fighter/Ground Vehicle

Joystick Up — Dive/Advance
Joystick Down — Climb/Retreat
Joystick Left — Bank Left/Move Left
Joystick Right — Bank Right/Move Right

Keyboard

Q — Climb/Advance
A — Dive/Retreat
K — Bank Left/Move Left
L — Bank Right/Move Right
Space or Z to M — Fire
Q and Space — Launch Bomb (Ground vehicle only)

P — Pause
Enter — Return to game
C and U — Aborts game



IT'S THE REEL THING!

Written a game? Great! Is it a corker? We'll be the judge of that... fill in this form and slap it in an envelope along with your game! If your game's not up to much, expect to be disappointed, but if it cuts the mustard you could win some dough.

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RAVE REVIEW!



SM

● Hit Squad, £3.99 Cassette

Game shows... the debauchery of Western civilisation personified! What makes people go on national television and humiliate themselves in front of millions of couch-potatoes? Settle down in your favourite chair and we'll find out — here's your slimy compere, MILES 'OFF HIS BOX' GUTTERY! (Hurray, Cheers etc)

'Your specialist chosen subject is — gameshow catch-phrases. You have thirty seconds to list as many as you can, starting — NOW!'

'Come on down; I've started so I'll finish; What's your catch-phrase?; Nice to see you to see you nice; Eat this, scumsucker...'

Hang on, that can't be right... unless you're watching *Smash TV*!

Smash TV's the gameshow of the future, a future in which television's the dominant force in a violent and aggressive society. In this hybrid of the best of The Krypton Factor and the worst of the Vietnam conflict, the prizes are phenomenal but the stakes are high. Succeed and you carry away anything from toasters to houses and private jets, fail and you're pushing up daisies!

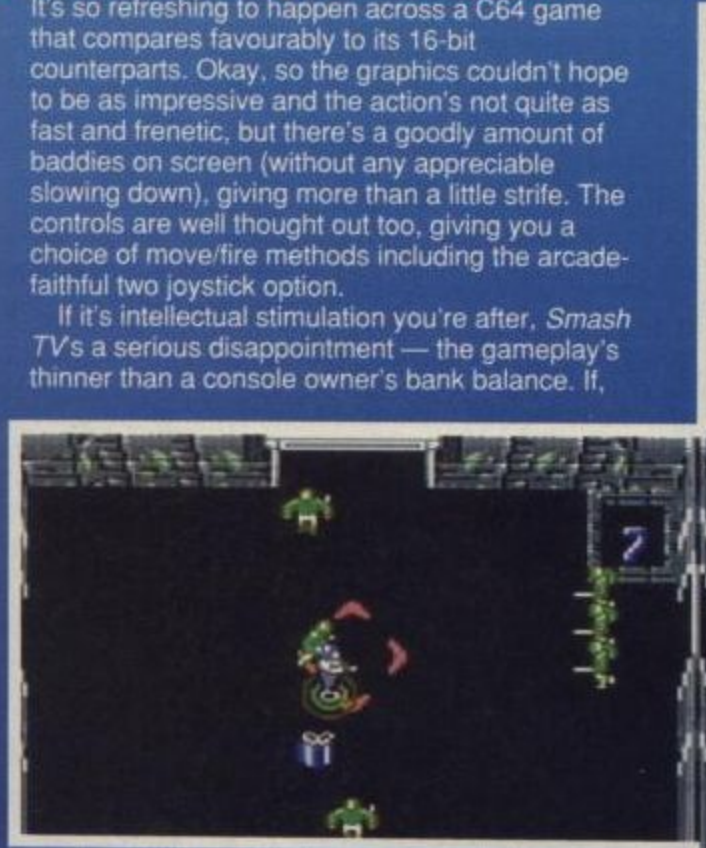
The game's played over a number of levels, each consisting of several static-screen rooms. Within are all manner of unpleasant thugs, robots and mechanised death devices. Try to avoid the landmines when running round killing things, and look out for Mr. Shrapnel too — if you don't kill him quickly he explodes of his own accord, possibly taking you with him!

The aim is simple — blast everything! At the end of each section you face a huge and very powerful adversary — you need all your power-ups to defeat it. When (or if) you beat him, you're presented with an inventory of all the prizes and money that you've amassed. A quick breather, and then it's back to the slaughter.

Eat Lead, Suckers!

It's so refreshing to happen across a C64 game that compares favourably to its 16-bit counterparts. Okay, so the graphics couldn't hope to be as impressive and the action's not quite as fast and frenetic, but there's a goodly amount of baddies on screen (without any appreciable slowing down), giving more than a little strife. The controls are well thought out too, giving you a choice of move/fire methods including the arcade-faithful two joystick option.

If it's intellectual stimulation you're after, *Smash TV*'s a serious disappointment — the gameplay's thinner than a console owner's bank balance. If, on the other hand, you're a gung-ho death-or-glory mercenary-type who's idea of a game involving brain power means spreading the said cerebral organ over the walls then look no further. Decent sonics and endless brown-trousers action mean that despite unimpressive visuals this is right up any blam-fans alley!









MILES! 83%

POWER-UP!

It's a jungle out there — to survive, you need all the firepower you can lay your hands on. These Icons appear at random, and give you extra wellie when mowing down the opposition. Be quick though — they don't last forever!

ASSIST

A small metallic globe revolves around your sprite and fires with you.



SMART BOMB

Destroys everything on the screen (quelle surprise!)

CUTTERS

Creates a rotating wall of death around your sprite — cut 'em up!





THREE-WAY FIRE

Get triple blasting power for extra mass destruction.

GRENADES

Lob a few for some real carnage. Works great on tanks.



RAVE REVIEW!

SMASH TV

CHRIS!



● What do you get if you cross *Sale Of The Century* with *The Running Man*? Well you could end up with Nicholas Parsons behaving even more psychotic than usual, or maybe the result would be *Smash TV*, a futuristic game show where the only limitation on winning is how good you are with your trigger finger. It's unbelievable what you go through to pick up prizes. I repeatedly charged through a barrage of mutants, guns blazing, just to snatch a toaster! No matter which awards are littered around it's the challenge to collect them unscathed that sets *Smash TV* aside from other gun-toters. The two-player mode is bitterly missed, but if unashamed violent deaths appeal, buy it.

87%



THE FIRST LEVEL
The action starts right from the word 'go' — are you tough enough to risk your life for a toaster?



SPEED UP/LIFE
Rip round at a greater rate of knots, or grab yourself an extra life — anything's possible in *Smash TV*.

MUTOID MAN
He's mean, he's rad, he's a bit of a lad — he's the *Mutoid Man*, and you need power-ups a-plenty to deal with him!





BAZOOKA
Rocket-firing death-dealing killing machine — KABLAAAM!



SHIELDS
Get yourself a shield and hey presto, you're invulnerable! You can run into the baddies to kill 'em too.

GALE WARNING





■ PRESENTATION ■
NO MULTILOAD AND PLENTY OF LITTLE TOUCHES — 88%

■ GRAPHICS ■
SLIGHTLY BLAND, BUT ADEQUATE — 65%

■ SOUND ■
OKAY SPLAT NOISES, ATMOSPHERIC THEME TUNE — 80%

■ HOOKABILITY ■
SIMPLE OPENING SCREENS EASE YOU INTO THE ACTION — 80%

■ LASTABILITY ■
MINDLESS BLASTING CAN GET REPETITIVE — 72%

FORCE FACTOR 85%

LOOKING FOR A

With silk scarfs flapping, the COMMODORE FORCERS go up (tiddley up up) into the wild blue yonder in search of action, adventure and every flight sim on the C64. Two barnstorming weeks later, MILES 'CUBAN EIGHT' GUTTERY and CHRIS 'CUBAN HEELS' HAYWARD run out of juice with nowhere to land!



GUNSHIP
● Microprose

The best helicopter sim on the C64, but this aging classic doesn't have much in the way of competition. Take control of an AH64A Apache in four different combat zones around the world. Win medals and try to reach the rank of colonel or die horribly in a twisted mass of steel. Packed with excellent presentation screens and loads of atmosphere, *Gunship* still ranks as one of the best true sims around.

The tape version's cut down features and appalling multi-load pretty much kill the game stone dead, but disk users should miss this one at their peril!

FORCE FACTOR 91% DISK 80% TAPE

F14 TOMCAT
● Activision

With this one Activision tried to incorporate all the trimmings and presentation normally associated with Microprose, while also creating a simulation that plays fast enough to appeal to a more mainstream arcade audience. Consequently *F14* is by no means the most realistic title on the market. Despite a novel training section the game doesn't have the depth to appeal to true afficionados, yet still lacks sufficient blasting to interest all-out gun-toting death merchants!



FORCE FACTOR 64%

ACE OF ACES
● US Gold

This golden oldie takes us on a trip back in time. Take control of a Mosquito fighter-bomber and do your bit to stop the relentless advance of Hitler's armies across Europe. There's a good variety of missions to keep you on your toes, and none of them are going to be easy. Not a terribly accurate game — there's no take-off or landing sequences, and the animated pre-flight briefing screens aren't overly impressive, but at least they're there. The nicely drawn cockpit keeps the interest up and the view's not the usual green land/blue sky. Instead there's a novel 'rolling cloud' effect. Enemy sprites, though, are poor.

FIGHTER-BOMBE
● Activision

On loading *Fighter-Bomber*, the excellent f end really knocks you for six! You're give the choice of four planes to fly, each shown wi an ace static piccy and an impressive rotating view of the plane. All this is academic when th game actually begins — background scenery' almost nonexistent and there's little feeling of actually flying. In fact, the game section seems like it's tagged onto the presentation screens a an afterthought. Don't bother!

MIG ALLEY ACE
● US Gold

Way back in the middle ages, man did work many a long night to craft a broadsword from the finest metal. While waiting for the newly cast blade to cool he constructed a flight simulator. But his skills as a blacksmith did a gre deal of harm to the game. The mould for the graphics did turn blocky, the sound was that of a mere peepety peep and the other blacksmiths were none-too-impressed with the two-player mode, the speed or the unrealistic flight feel. *Mi Alley Ace* was one of the first sims ever availabl but after fermenting for so long it leaves a nasty taste in your joystick palm.

FORCE FACTOR 24%



Ace Of Aces is a bit repetitive and really starting to show it's age, but by no means the worst of its ilk.

FORCE FACTOR 58%

FLIGHT, MATE?



FORCE FACTOR 41%

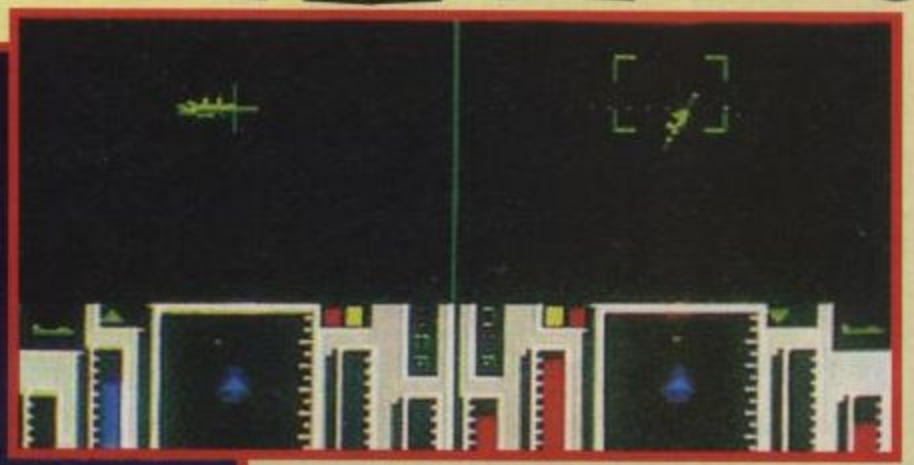
SNOWSTRIKE
● Epyx/US Gold

Another of the 'shoot-'em-up with flight sim overtones' breed of game. Climb into the cockpit of an F14 and put an end to the world's drugs problem by bombing the barons and their refineries, etc. Unlike more true-to-life sims, taking off and getting stuck into the action is quite easy, making the game more instantly appealing. However, the limited number of missions and general graphic repetitiveness make shooting the same enemy sprite again and again more like a chore than relaxing fun. Fine presentation at least keeps up interest!



FORCE FACTOR 61%

TOP GUN
● Ocean



Calling this one a flight sim is pushing things a bit, but it's one of the best two-player blasts around. In one-player mode, throwing your F14 around a largely barren and empty sky is just a wee bit dull. Get a friend to join in, though, and some phenomenal dogfights are in store! The distinct lack of anything resembling Tom Cruise is an added bonus (sorry girls).
The action's viewed via a through-the-cockpit split-screen display, divided vertically down the middle of the screen. Graphically less than inspired and more arcade orientated than your usual pure simulation thangs, but worthy of a place in your collection!

FORCE FACTOR 70%

FIGHTER PILOT
● Silverbird

This old chestnut makes a stuttering return to the Commodore — an echo of an age past, featuring no lightning-fast wire frame graphics. This one belongs to the days when the only requirements for a flight simulation were duff graphics, incomprehensible controls and a distinct lack of things to shoot. People tried for hours to take off without careering off the end of the runway and crashing into an invisible mountain, and reviewers went ga-ga over any game with separate speed and altitude gauges, waffling on about 'incredible depth of gameplay'. Alright for it's time but should have stayed there!

JUMP JET
● Anirog

Well we're certainly delving into the past with this dubious little offering. Strange quirks include a top-down view for take off, which switches to the more usual through-the-cockpit situation when airborne. Even more strange is the horizon. No matter how much you bank, it won't tilt, not even a smidgeon! This makes flying most unsatisfactory. An oldie but not a goodie.

FORCE FACTOR 25%



FORCE FACTOR 48%

PROJECT STEALTH FIGHTER
● Microprose

From the people who brought you *Gunship*, *Stealth Fighter* eases itself confidently into that most exclusive of game categories, the definitive title of the genre! Tremendous graphics, loads of missions, great atmosphere and more depth than a deep pan pizza with extra cheese make it a real winner. The only criticism is — hang on, there aren't any!
A supreme programming achievement and one of the most engrossing game's ever to appear on the C64!

FORCE FACTOR 95%



F15 STRIKE EAGLE

● Microprose

Famed for their in depth and enthralling simulations on land, air and sea, the Micro masters seem to have left certain realistic elements out of this one. Where for instance is the practice for take-offs and landings? It won't captivate your enthusiasm much, and if it does your stamina will soon wane.

FORCE FACTOR 68%

ELITE

● Firebird

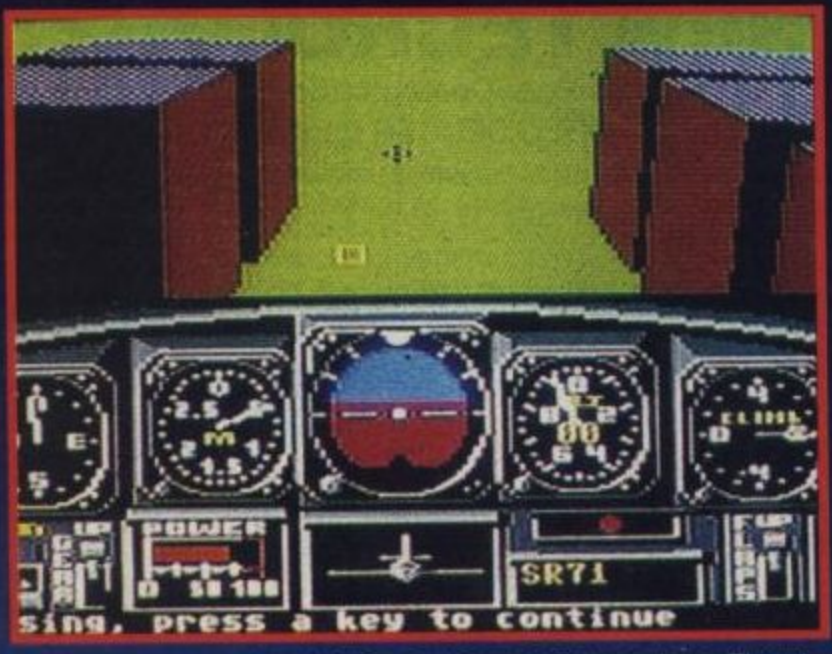
Well it's a flight sim of sorts! I mean, it simulates flight, albeit in space, and it's more involved than your bog-standard shoot-'em-up. The phrase 'as old as the hills' springs to mind here. First seen on a BBC model B of all things, its stylish and incredibly convincing wire frame graphics still look really impressive. Phenomenal at the time and blimmin' smart even to this day, no other game gives as much satisfaction when you blow an enemy out of the sky. Seeing another ship hurtling into the distance with three of your missiles closing in on him is great. The interplanetary trading theme allowing you to buy better weapons to soup up your ship is the icing on a most tasty cake. Absolutely t'riffic!



FORCE FACTOR 90%

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

● Electronic Arts



If it's a flight sim package with variety you want, then look no further. An incredible fourteen planes are available, from World War One biplanes to ultra-modern jets! Fly training missions, formation events, aerobatics, or race a computer plane. There's loads of different viewpoints and some of the fastest filled 3D graphics ever on the C64.

There's little to fault, except that even the disk version has lengthy pauses for extensive disk accessing. Even so flight sim boffins should track this down!

FORCE FACTOR 92%

TOMAHAWK

● Digital Integration

Hmm, this needs a lot of thought. A flight sim it is but one for dogged aerial buffs only. Screen update is slow and the majority of vector graphics are very tricky to determine between. There's lots of information packed inside the game but this forfeits the playability. It's a love it or leave it affair but with the likes of Gunship hovering nearby you'd be advised to open your wallet for that instead.

FORCE FACTOR 69%

SUPER HUEY

● US Gold

Probably one of the most realistic sims around, and arguably one of the best. The 'Huey' in question is not a liquid laugh after a night's over-indulgence, but an experimental helicopter with plenty of guns. The speed of flight is pant-threatingly good, especially when ripping along the ground — just watch those trees!

When familiar with the instruments, you can blow planes out of the clouds with ease and the better you get the more your tactics improve. If you can find it (it's a wrinkly) you're a fool if you pass it by.

FORCE FACTOR 85%



STEALTH MISSION

● Sublogic



After Microprose's *Project Stealth Fighter*, Sublogic released their own game based around the F19. It boasts impressive 3D graphics and many available viewpoints, but suffers from a lack of sustained action. Even so, the hefty instruction manual should keep you occupied. If boredom sets in then there's always the option of flying an X29 or F14 instead.

Looks better than it plays!



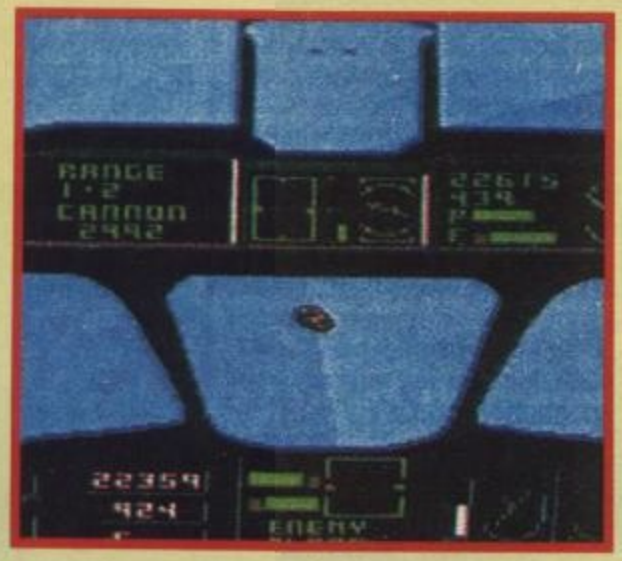
FORCE FACTOR 75%

ACE

● Encore

Ah, listen to that ear-grating speech, feast your eyes on the sparse instrumentation and search every wing and thruster for the gameplay. When it made its first public debut *ACE* received cheers all around, but not many old timers can beat a spring chicken in a sack race. *ACE* is now a very old man that can't even climb into the sack, let alone race in it.

FORCE FACTOR 57%



ACE 2
● Cascade

Sequel to one of the first ever combative flight sims, *Ace 2* radically simplifies the action of the original to incorporate a simultaneous two-player mode. A great idea in theory but the more basic flying makes it less fulfilling to play than the original, and the head-to-head is inferior to Ocean's *Top Gun*.

FORCE FACTOR 59%

747 FLIGHT SIMULATOR
● Docsoft

Oh for simulator's sake, what is this load of tacticulars? Talk about basic! Behind the nulled, chewed-and-spat-out look lies a representation of piloting a big Boeing 747 Jumbo Jet. There are no features that haven't been tried, tested, re-tested or killed off before and I wouldn't really recommend it to beginners. By no means dire, but I doubt it to be a truly accurate Jumbo jaunt, not due to programming flaws but the amount it's aged.

FORCE FACTOR 55%

F16 COMBAT PILOT
● Digital Integration



Considering the C64's limitations, this is surprisingly fast. The cockpit's excellent and the feel of actually flying is evident, with the plane handling smoothly and swiftly. Although the buildings are only wireframe, they serve their purpose well and when chasing a MiG your eyes are hardly scanning for ground objects. *F16* does have a few chaffy bits. For starters, it tilts high on the difficulty gradient and it takes one heck of a long time to rake much satisfaction from it. Hardly compelling, but as air imitations go it's certainly worth a trial run.

FORCE FACTOR 79%

COMBAT LYNX
● Elite

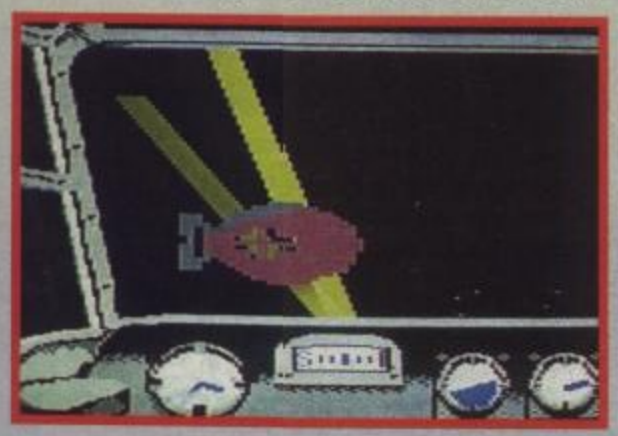
Another helicopter job, this time taking (Dun Dun Derrrr) the Lynx as it's subject. There is only one fault with the game: It's completely naff! Strangely, you can actually see your (badly drawn) chopper on the screen. The instrument panel is thoroughly unrealistic, and as for the movement... you can keep turning with no apparent on-screen movement when suddenly the view switches through 90%, giving a less-than-total feeling of flying a modern combat helicopter.

Bad? We thought so!

FORCE FACTOR 46%

DAM BUSTERS
● US Gold

Ahh, time to whistle that meandering tune of the film. All together now, dooo, do, do, dum, dedy dum, dum. Blazes, I thought it had a better musical hook than that. No matter, because as luck would have it this air trip is quite entertaining. Okay, so the flying effect isn't too hot and there's no scoring system, but it's very involving and a pretty tough challenge to boot. Some may find it a little too difficult, but it's money well spent.



FORCE FACTOR 75%

SOLO FLIGHT
● Microprose



Delivering letters is a dangerous job. Sprinting down garden paths with pit bull terriers hanging off your heels, tripping over dustbins, and having to race to that randy little goer at number 17 before the milkman... It ain't easy! Spare a thought for the courageous few who took to the air in flimsy biplanes during the 1930's. What a way to go. Dying whilst carrying a parcel.

It's really hard to find anything absorbing in this. That fundamental enjoyment, where is it? With no variation in missions or landscapes and no decent quest to complete, it's age is painfully showing.

FORCE FACTOR 46%

SUPER HUEY 2
● US Gold

This new improved version (well, new in its time) is even better than it's older brother. There are six intriguing missions (compared to three in the original), two of the best being the Gulf of Terror and the Bermuda Triangle. Just when you thought no enemies were around, the radar flickers on and the air becomes taught with incoming missiles. Bundled together with brilliant growling chopper effects and respectably decent visuals, it's one to play on your day off as



FORCE FACTOR 90%

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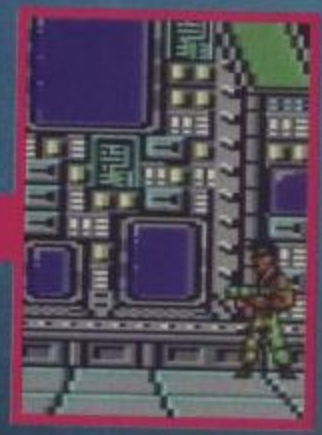
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THE TIPSTER!

Man the lifeboats and sound the alarms, the COMMODORE FORCE tips section is rigged and ready to roll! With the amount of cheats and tips crammed into these pages, that old battler HMS COMMODORE FORCE is on a permanent red alert, but even with explosions resounding in my ears and the main hull seeping water, I twist the last detonation wire and trigger the fuse. Life as a Tipster is never easy.







VINDICATOR

• The Hit Squad

Deciphering an anagram can build up intense headaches. But just like an aspirin, **Zahoor Ahmed** has arrived to dissolve all migraines with these wordly wonders.

NATHAN JUNNOD	JONATHAN DUN
SIV WETHEAD	STEVE WAHID
SAM N JOKER	MARK JONES
EMIL BAKA	MIKE LAMB
NEAT KEVIN LANE	KANE VALENTINE
RON H VAIN	IVAN HORN
ALUN O SPEW	PAUL OWENSWOL
DRAINSMEL	MILES ROWLAND
KANE WARDD	DAWN DRAKE
DR ANTONI CLAIM	MARTIN MCDONALD
SEAN JIM HAGGIS	JAMES HIGGINS
ROBIN TUMSEL	SIMON BUTLER

WWF EUROPEAN RAMPAGE TOUR

• Ocean

For anyone who's been having trouble with *WWF — European Rampage* the pride of **Highfield, Greg Wickins**, has a tip to help you out. Simply keep moving away from your opponents whenever they attempt a running dive, roll etc. Every time they miss they will lose energy. Just wait till this gets suitably low then he's yours for the taking!

GEMINI WING

• The Sales Curve

There seems to be some confusion as to how to actually enter the level codes for issue one's covertape smash, *Gemini Wing*. **Stephen Jarvis** of **Cardiff** has come to the rescue. Press 'P' on the title screen to enter the password screen, delete the letter 'P', type password, return, then fire to load the chosen level!

PASSWORDS

Level 2 Password	ENOLAGAY
Level 3 Password	OPPENHEIMER

PP HAMMER

• Demonware

Ryan Gouldthorpe from troud's been hammering away at *PP Hammer*, and has all thes lovely level codes for you...

1	SARDINEN	4	SCHIENEN	13	SCHNEIDA	26	FOURTY
2	GARDINEN	5	BIENEN	14	ALLE	27	TWO
3	COUSINEN	6	MIENEN	15	MEINE	28	DA
		7	SCHMIDT	16	ENTCHEN	29	ANSWER
		8	MUELLER	17	SCHWIMMN	30	MIT
		9	MEIER	18	AVFM	31	FUENF
		10	HINZ	19	SEE	32	MARK
		11	KUNZ	20	GOODBYE	33	SIND
		12	SCHULZ	21	AND	34	SIE
				22	THANKS	35	DABEI
				23	FOR	36	AEGYPTEN
				24	THE	37	BESONEID
				25	FISH	38	SAMSON

CRYSTAL KINGDOM DIZZY

THE KEY

- BIRD
- RAT
- DRIP
- CHERRY
- RAISING SPIKES
- EXTRA CHANCE
- START
- EXTRA LIFE
- EXTRA CHANCE
- SNAKE
- FISH
- HANGING BAT
- SPIDER
- LEAK
- SPIKES

THE YOLK FOLK VILLAGE

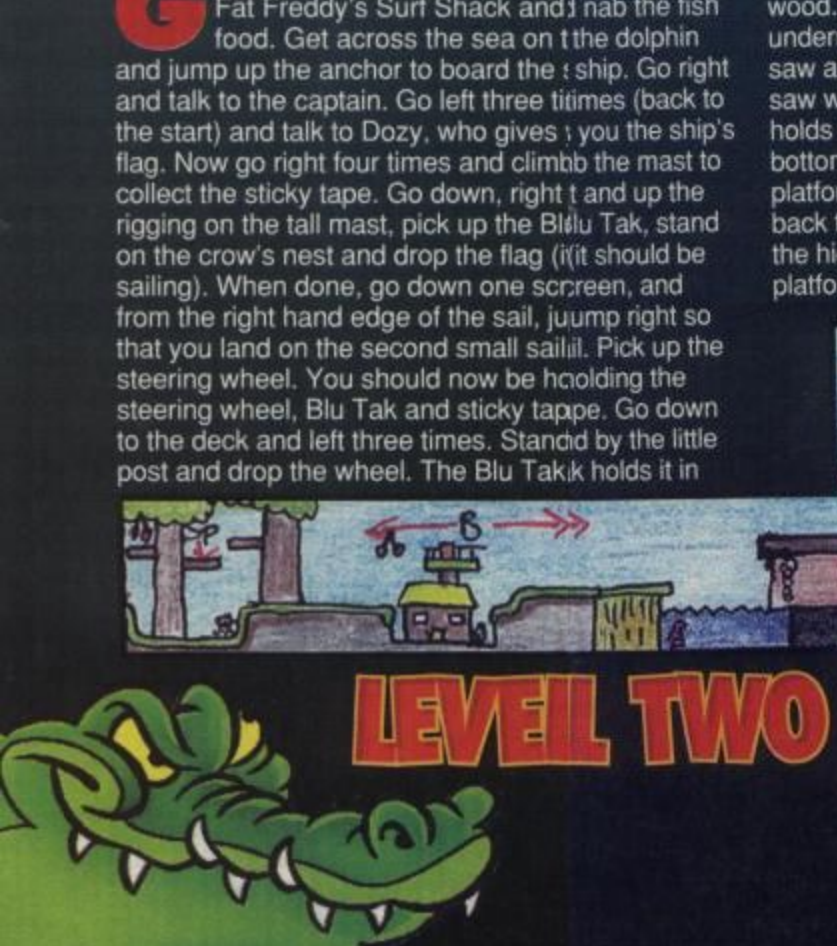
From the start, go left and jump onto the top platform. Pick up the heavy weight. Now go right four times and pick up the second heavy weight. Go left twice and drop the heavy weight onto the lift button, so that the lift goes up and down continuously. Now go up on the lift, stand on the crate outside Daisy's house and jump up onto the platform above. Head left and drop the weight on the second lift. Stand on the lift and walk to the platform edge at Denzil's house. Jump left and keep jumping across the clouds until landing on the ground at the other side. Continue left, pass the spider and collect the screwdriver. If you go left again it's possible to pick up an extra life, but you lose several chances before reaching it. Take the screwdriver to Denzil and talk to him. He gives you a spanner in exchange. Now go down the lift, right, down, right, down, right and go into the house in the garden. Walk to the generator and use the spanner. Go out, left twice, up the lift, up, right and into Dora's house. Talk to her and she hands you a cake. Make your way down and talk to CJ. In return for the cake he gives you an umbrella. Walk left four times and pass through the waterfall. Go left twice and collect the diamond. Head right three times, stand on the well and drop the diamond. G right twice, up on the lift and go into Daisy's hous (via the window). Collect the whip and go out, up, left, up on the lift, right, right, up, left, stand on the platform edge and use the whip. Jump left (you'll be hanging on the whip) and then leap off and int Dylan's house. Talk to him to get a newspaper and drop down to Denzil's house. Talk to Denzil to get the glasses. Now go down on the lift and right before stepping into Grand Dizzy's house. Give th old fella the news-paper and glasses and read the blurb to complete the level!



LEVEL ONE

THE PIRATE SHIP

Go right, jump up onto the platform above Fat Freddy's Surf Shack and nab the fish food. Get across the sea on the dolphin and jump up the anchor to board the ship. Go right and talk to the captain. Go left three times (back to the start) and talk to Dozy, who gives you the ship's flag. Now go right four times and climb the mast to collect the sticky tape. Go down, right and up the rigging on the tall mast, pick up the Blu Tak, stand on the crow's nest and drop the flag (if it should be sailing). When done, go down one screen, and from the right hand edge of the sail, jump right so that you land on the second small sail. Pick up the steering wheel. You should now be holding the steering wheel, Blu Tak and sticky tape. Go down to the deck and left three times. Stand by the little post and drop the wheel. The Blu Tak holds it in place. Next, go right four times, collect the saw and trudge left three times. Drop down below deck, go right, down to the bottom platform, left three times and grab the plank of wood. Go right, down and stand underneath the leak. Holding the wood, saw and tape, drop the plank of wood. The saw will cut it to correct size and the tape holds it in place. Now go down to the bottom platform, right, up to the top platform and pick up the needle. Double back to the bottom platform. Walk left, up to the highest platform, up, left, up to the top platform, right and get the scissors, right, up to the top platform, left and up to the deck. Clamber the mast to the rolled-up sail, stand on t and use the scissors which un-ravel the sail. Dro down and stand next to the hole, and use the pat Dizzy uses the needle and thread to sew it on. Go down below deck and twice to talk to the captain. He rewa you with a Blue Peter badge. Go lef ride across the dolphin and go left again. Talk to Fat Freddy. He swaps the badge for a map and telescope. Hand the map to the captain, go rig climb the rigging up to the crows ne and use the telescope. Finito!



LEVEL TWO

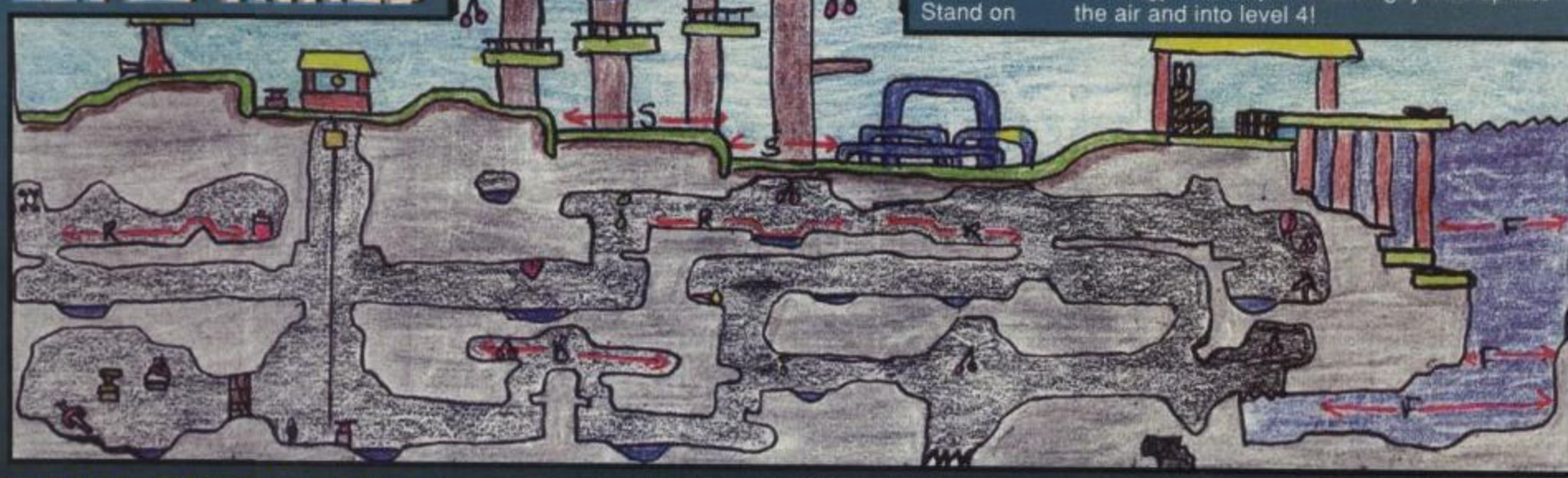




CRYSTAL ISLAND

From the start of the level, pick up the torch, go right twice and jump up onto the first platform. Then jump (from the edge of every platform) right, right, left, right, right, left, left and walk off the platform to the left. Pick up the flippers and drop down to the ground. Walk right three times and grab the oxygen tank. Go right and jump into the water. Swim down, down, left, left, and jump out. Drop the oxygen and flippers, but not the torch (unless you want to be plunged into darkness). Venture up, left, up to the top platform and right. Pick up the pick axe. Go left, left (still on the top platform), left, left, jump the chasm and go left again. Go up to the top platform, right and obtain the oil can. Walk left, down to the bottom platform, right and down. Use the axe on the brick wall to the left. Pick it up again and go right three times before jumping the gap and continue right. Drop the oil can and pick-axe, go up, left, left (along bottom platform) and collect the pin (it's hard to see — it's on the left ledge). Now go down, right, jump the gap and continue right. Drop the torch and get the oxygen tank and flippers. Return to the pier and drop the pin. Swim back to the underground cavern and grasp the oil can. Continue this process until the pin, oil can and the pick-axe are on the pier. Drop the flippers and oxygen tank and get the oil can and pick-axe. Go left twice. Stand by the yellow part of pipe and use the pick-axe. Drop the oil can to allow it to fill up. Take the can and drop the pick-axe. Go left three times to the lift. Stand on the button and use the oil. Press fire to send the lift down. Now go right five times, pick up the oxygen and flippers and go down under-water to the cavern. Drop the oxygen tank and flippers and get the torch. Go up, left, up to the top platform, left, left, left and down the gap. Talk to the old man who will climb into the lift basket. Walk left and nab two of the Crystal Treasures of Zeffar. Take them right, stand on the lift button and drop them. Then go left, pick up the last one, and drop this into the lift. Press fire to send the lift skyward. Find your way back to the pier (remembering to snatch the flippers and oxygen before dipping into the water). Drop the torch, oxygen and flippers. Go left five times to the lift and speak to the old man to obtain a puncture repair kit. Now pick up two of the treasures and go back to the pier. The odd-looking item perched on the end is in fact a dinghy. Use the repair kit on it and then the oxygen tank to inflate it. Now drop the two Treasures of Zeffar you picked up before, drop the oxygen tank and go back to the lift for the last treasure. Take this back to the dingy and place it in also. Pick up the pin, stand by the dingy and drop it. The dinghy flies up into the air and into level 4!

LEVEL THREE



THE CRYSTAL KINGDOM

At the start, leave the treasures alone, instead head up, cross the moving platforms, go right, down, right, up to top platform, up and pick up the crystal. Retrace your steps to the start and give the crystal to the balding bloke resembling Richard O' Brien! The wall should disappear, so pick up all of the treasures and go right three times. Drop the treasures into the catapult bowl. You end up on the other side of the wall. Be careful when jumping the water, as it's a big leap — stand right on the platform edge (Dizzy will look like he's hovering). Jump across and go right, hop over the rat (but watch the drip). Collect the salt, go up twice and grab the block of ice. Go right, down, across the platforms, up and you use the salt on the crown (which is frozen). Get the crown and go down twice and right. Pick up the parachute, go left, up, left, down, left. Drop the block of ice into the water, which allows you to pick up the chalice. Now, go right, up, up, left and drop the two treasures you have. Go right three times and jump across the gap to the cloud (you have to be holding the parachute as you float more slowly). Get the sword and fall to the ground. Drop the parachute and go left, up, left, up, left. To complete the game, you must place the three treasures in the following order;

CHALICE
CROWN
SWORD

Talk to the man patiently and eggs ahoy, you've finished!



LEVEL FOUR

TIP OF THE MONTH! CART WINNER!

There's been some heavy competition for the amazing Datel Action Replay Cart. A lot of you sent in *Crystal Kingdom Dizzy* tips, but, as they say, the early bird catches the worm.

In this instance it's **Tony Burdett** from **Warwickshire** for his excellent and concise maps and solution. Here's a cart for all your hard work, Tony!



WILD WEST SEYMOUR

● Codemasters

THE SOLUTION

Ahaa, that Seymour chappy's rearing his fat little features again. I thought I'd seen the last of him for a while, but **Alan Shaw** assures me the potato-cloned character's far from dead. In his latest outing Seymour takes a shot at movie making, and if you're having big-budget problems with the game, then come out of the foyer and let Alan take the directors chair for the main feature...



ACT ONE

L. In Bus. Talk to Pete. Take Camera. R. Talk to Rich. R. In HQ. Take Remote Control. R. R. Switch on Remote. Go to Plane. Take Batteries. L. Up in Lift. L. In Door. Turn off Light. Get Can Of Film. Put Film and Batteries in Camera. Take Light. R. R. Down Lift. R. Take Microphone. L. L. L. L. L. In Bus. Give Camera to Pete. Leave Light and Microphone on Seats. Go out of Top Window. Jump onto Tree (needs practice). Jump Right (next tree). Jump onto Cloud. Jump R onto roof. R. Jump to shed roof. Take Clapperboard. Go in Shed. Take Plunger. Go back to Darkroom. Unblock Sink with Plunger. Take Key. Go to Dave's Office. Take note (on safe). Go to Bus. Start Engine with Key. Drop Clapperboard in Bus. Go outside. Talk to Genie. Give Genie Note. Take Flower to Claire (at HQ). Go out. Go back in. Talk to Claire. Take Script. Return to Bus. Drop Script on a seat. Finished!

ACT TWO

Code — 21D135008



L. L. L. Take Brush. R. R. In Shop. Sweep Floor. Talk to Dan through Door. Take Card. Take Ticket. Take Dollar. L. L. L. In Office. Go to Booth. Insert Dollar in Booth. Stand still at Booth Door. Go out of Office and re-enter. Talk to Man (if he says 'The Booth can be temperamental' then sweep up the floor, gain another dollar and re-take a picture). Drop Card. Drop Ticket. Leave Office. Return to Shop. Go onto ledge. L. L. Jump to higher ledge. L. Onto Office roof. Onto pole. Take Key. R (on roof). Back to higher ledge. Jump right. Jump right. R. R. Jump onto tree. Jump onto cloud. L (on clouds). Onto Top Roof. L. Turn Clock twice with Key. Walk left and fall off. Into Office. Get Ticket. Get Card. Get Picture. L. L. Talk to Guard. Board Train. Finished!



ACT THREE

Code — 10C700068

Jump onto seat below Medical Case. Take Scissors and Plaster from Case. Drop Plaster. Take Harmonica. Leave Train. L. Jump on Coal. Jump right. Jump right (onto cliff). R. R. R. Play Harmonica to Snake. Drop Harmonica. Take Pick-axe. R and down. L. L. Dig with Pick near the end. Fall down. Talk to Genie. L. Give Actor Scissors. Take Detector. R. Keep talking to Genie. Return to Mine and walk right until Detector bleeps. Dig there. Take Gold. Drop Pick. Drop Detector. Go back down hole and talk to Genie. Give Gold to Man. Take Bucket. Go back inside Train. Fix bucket with Plaster. Go to Lake beside Genie. Fill Bucket with water. Keep talking to Genie. Go back to Train Engine. Put Water in Boiler. Go onto Coal. Take Coal. Put Coal in Engine. Keep walking left until you reach Tumbleweed. Take Tumbleweed. Go right (back to Train). Put Tumbleweed in Engine. R. Take Cigar. Light Engine with Cigar.

ACT FOUR

Code — 238A35008



L. Fall down. Take Whisky Crate. L. Talk to Blob. R. R. R. R. Give Whisky to middle Wigwam. Get Water-wings from third Wigwam. Go back to Blob. Get Blob to blow up Water-wings. Examine Grave. Take Strange Bone (Pipe). Go to Wigwams. Give Pipe to middle Wigwam. R. R. Get Spade. Back to Indian Grave. Dig it. Take Animal skin Spell. Return to where you got the Spade. Read Spell. Leave Screen then return. Take Crop to middle Wigwam. Game Complete.

HUDS

● The Hit Squad

An awful movie, but a fine game which earned itself a shiny 94% in Issue 1. **Imran Shamim** has a massive guide to completing it — my hands are reeling in pain at the thought of typing it out! Nyet mind...

LEVEL 1.1 — The roof-tops

● From the start, jump onto the first table. Using the tables as platforms, make your way across the roof until you reach the tightrope. Climb across carefully and shoot the owls, one by one. When on the other side, push the nearest crate onto the lift and take it up to the higher platform (you must be on the lift with the crate). Position the second crate under the right-hand edge of the platform, and slowly push the other one on top of it. Jump down and push the stack of crates towards the lowest window, whilst avoiding the dachshund. Climb onto the crates and head toward the left-most window.

LEVEL 1.2 — Floor 1

● Stay clear of the lasers. Push the small crate next to the large crate and scramble over it, shooting the biker. Leap on the springboard to clear the other boxes. Avoid the pressure pads and kill the guard. Crawl underneath the first 'stu on the wall and jump over the next. Get rid of the guard and climb up to the the tightrope. Move across and kill the biker at the other end. Clear the laser obstacle and enter the lifts.

LEVEL 1.3 — Floor 1

● Crawl immediately and kill the cop on the othe side of the hole. Using the armchair as a springboard, jump over the hole and avoid the laser. Push the small crate next to the stack of crates, allowing you to pass over them. Shoot th cleaner and jump over the pressure pad. Kill the 'little shooter' and continue left, bouncing over th pads using the armchair. Kill the cop and steer clear of the laser whilst making a dash for the exit.

LEVEL 1.4 — The Labyrinth

● Climb the ladder and enter the following room. Dodge the flamethrowers and go up. Hit the switch, climb back down and head right until you reach a ladder. Get climbing and stand between the flame-throwers. Fire a ball to hit the switch on the left. Go back to the first switch and you find th fan's stopped. Run past and nip up the ladder to the next section. Use the 'monkey' bars to get across and hurry right until you reach the pit. Hit the switch on the left and drop down the shaft at the end.



SON HAWK

into the section. Behold yet another switch requiring depression, hit it and the fan will stop. Collect the coins and smack the following switch, this deactivates some lasers further on. Once past continue right avoiding the lasers to the end.

LEVEL 1.5 — Floor 9

● Kill the biker and go right. Sprint past the laser and volley the crates by bounding on the sofa. Kill the guard and leap the pressure pads. Put pay to the final guard and once clear of the laser, head to the lift.

LEVEL 1.6 — Floor 8

● Shoot the cop, bounce across on the sofa and vault the crates and pressure pads. Destroy the guard and use the crate (and a running jump) to clear the gap.

LEVEL 1.7 — Floor 7

● Climb over the crates, kill the biker and use the armchairs to cross the pressure pads. Scale the crates to walk the tightrope. You will come across a huge stack of crates and a biker on the other side. Ignore the lift and head right, shooting the guard and reaching the exit.

LEVEL 1.8 — The Museum

● Go past the laser and kill the guard. Wait between the next lasers until the coast is clear. Destroy the cop and wait between the lasers again. When safe, run and kill the guard. Head right and then jump onto the platform and punch the painting to release it. Level 1 cracked!

LEVEL 2.1 — The Sewers

● Drop off the platform, then run right up the stairs to collect the bonus coins. Shoot the guy on the pogo stick to stun him before rushing forward with a punch. Climb the next set of crates and jump onto the uppermost platform — walk right as far as possible and drop down. Go to the left a little and waste the doctor. Push the crate off the platform and onto the lift. Now use it to climb up the following stack of crates and on to the top platform, disposing of the doc who appears. Crawl to the gap edge, kill the opera singer and leap the space. Walk the tightrope and fall off the platform heading right as you descend. Now use the crates with arrows to bounce over the higher crates. Get rid of the opera singer and shove the crate off the ledge and onto the lift as before. Climb the ladder to completion.

LEVEL 2.2 — The Catacombs

● Avoiding the spear, go right and climb down the ladder. Head right and up the ladder but only walk over the pipe when the leaf is moving upwards. Climb the next few ladders and run left. The gunner requires two hits but once dead go up the ladder, right and take the first ladder you see. Dodge the spear, scale the ladder and use the tightrope to bridge the gap. Jump onto a lift and get off at the third exit. Climb down the ladder and use the tightrope. Don't fall otherwise you will have to go back using any switches to open gates. When across leap up the ladder and past the spears, then re-climb the ladder. Jump to the right, leave the switch and make your way up. Clear the pipe by hurling yourself from the ladder and climb the next. Go right and reach the exit or visit the lower passage for a bonus coin.

LEVEL 2.3 — Vatican Roof

● Wait for the gladiator to jump to your level and then blast him twice. Shoot any nasties but watch for the hunchbacks. Cross the rope and nail the hunchback just before you reach the right side.

LEVEL 2.4 — Vatican Halls

● The first section's not too difficult. Climb down the ladder and head left. Avoid the 'T' shaped blocks on the floor or you bounce up to the top level. When far left, drop down the hole into the hall. Go right, taking your time and be sure to jump the gaps. Climb down the far right ladder and head left. Now climb the ladder at the far left and shoot the gladiator. Go right while jumping from platform to platform. Touching the ground won't kill you, but it does lower an animal cage in the distance! Avoid the security bleeps and you soon arrive at the cage. Drop down on it from the platform and it's another section finished.

LEVEL 3.1 — Outside The Castle

● Kill the balloon gangster, and sprint right to climb the ladder. Jump off the drainpipe, then jump left across the lower set of platforms and kill the sloth as you encounter him. Reach the lift, blast the kangaroo and run right using the platforms (it's more difficult if you stop between jumps) and go up the ladder. Go right, climb up avoiding the falling debris. Jump onto the drainpipe then off onto the platform. Go left, kill the sloth and cross the rope. Steer clear of the slime as you climb and punch the baddie at the top. Run right punching those in your way and g up the next ladder. Blat the sloth, crouch down a kill the balloonists. Then run left.

LEVEL 3.2 — Castle Ramparts

● Kill the sloth and the balloonist. Climb to the higher platforms above. Kill the hanging sloth an cross the rope. Go down and leap the ramparts. Get to the top by using the left hand platforms, a head up the ladder for the exit. Do not shoot the baddies — you'll see why!

LEVEL 3.3 — Upper Castle

● Go past the baddie above you. Kill the sloth a jump the platforms. Avoid the next two baddies, jump the platforms again and kill the waiting slot Don't shoot the next nasty but do jump the gap and push the crate under the ladder to climb up.

LEVEL 3.4 — Castle Roof

● Go left, jumping over the low balls and ducking over the high ones. Continue past the tennis machine and go far left killing the balloonist and jumping up along the platforms. Shoot the kangaroo to get to the lift making sure to jump off when it stops. Make your way left along the platforms taking care of the balloonists and you w reach another lift. Now get onto the right hand lift and exit via the open window.

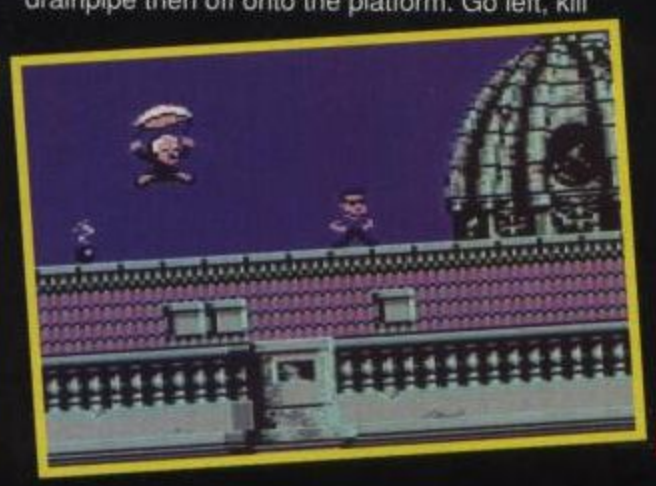
LEVEL 3.5 — Ante Chamber

● Inch forward until you're standing in front of the ladder. Blow away the bomber and the two guys behind him. Climb up the ladder to the right and push the crate off the edge. Retread your steps back left and use the lifts to manoeuvre the crate t the highest platform. You can avoid the huge rat thingy by jumping on the crate. Push it right until it cannot go any further. Now simply jump onto the crate and then onto the top right platform to find th exit.

LEVEL 3.6 — Crystal Room

● Drop down to the bottom and hit the switch in t top right-hand screen. Go left, climb up the ladde and across the tightrope. Make your way right an hit the middle switch. Go back to the first switch a quickly as possible but use the central ladder and nab the crystal. Now go back to where you hit the second switch and jump on the platform to press the bottom right corner to escape. Congratulation you destroyed the alchemy machine and saved t world — phe





EXTRA CHEAT!

An infinite lives cheat is always useful, so take careful note of this burglaresque joystick japer.

On the title screen before it flips to the high score table, push the joystick UP, DOWN, LEFT RIGHT, RIGHT, LEFT, DOWN, UP. The screen should flash to indicate the cheat is up and running. If you own the disk version then you needn't feel left out because **Banffshires** bastio **Hector Scott** has delivered the goods for infinite lives. Immediately after you've typed in LOAD "*",8,1 press down Shift Lock and only release it when the first level has loaded.

TIPS CLINIC

'Aarrgghh! Help, help!' cried the dazed gamesplayer. 'I just can't fathom this level, I keep getting killed by the five-legged septic-faced demon turbot'. It can happen to any unsuspecting reader, the common problem known as *difficulty*. Difficulty in completing, destroying, rescuing; whatever the game, you can be assured that someone, somewhere is stuck. Well, let the Clinic doors swing wide open and may the public swarm in with enquiries. First to plonk himself on the couch and relay his monumentous problem is **Mr Capes** from **Skipton, West Yorks**. Now this poor gent is getting very perturbed by *Dizzy, Prince Of The Yolk Folk*. Only the other day Mr Capes asked for a complete solution and being the caring soul that I am I promised to send it along to his very doorstep. But the rooms of COMMODORE FORCE are said to be haunted and torch my trousers, my solution has completely vanished! Therefore, please respond to Mr. Capes' plea and get those Dizzy answers in (which totally contradicts what I said last issue, never mind).

■ **Ember Stone** from **East Sussex** has a problem getting off the first few screens on *Finders Keepers*! Rest easy Ember, these tips will help you out no end;

The Philosopher's Stone and the Lead Bar form a Gold Bar worth £500. Take the Sword to the Blacksmith and you get Excalibur. Spark Of Life and Pile Of Mud form a Mud Monster worth £1000. The second-from-top object in Needlework Room is a Crystal Ball worth £500. Don't bother with the Z80 chip, it's only 0.01p!

Don't collect the Sticky Bun or Glue because you can't drop them. Never carry the Saltpetre, Charcoal, Sulphur and Burning Torch all at the same. The Model Cutty Sark and The Empty Bottle make a Ship in a Bottle. Combining The Cheese and Mouse results in a Very Fat Mouse. Get the Knife and Fork from the Astrologer's Study and the Leg of Chicken from the Garden Gate Maze, to make a Chicken Bone. You can now get the Large Hairy Dog from Gordon Trader's Room. Drop the Dog in front of the Cat, it will disappear allowing you to escape from the castle.

■ **Caroline Davies** is at her wit's end with a rather old game entitled *Krystals Of Zong*. She can get far into the game but is encountering problems at the end few levels. Playing tips joyfully accepted as we are her last and only hope.

■ I like polite people, and etiquette trimmed **Mr S M O'Brien** would like assistance, 'as soon as convenient' with *Wizard Willy*. Either a poke or general hint as to defeating the level 1 guardian would be appreciated. Mild-mannered help pronto please, lads and lasses.

ADVERTISEMENT

DIAL-A-TIP

COMMODORE 64 CHEATS
0891 101 234
STREETFIGHTER II GAMERS GUIDE
0891 445 927
AMIGA GAMETIPS
0891 445 786
AMIGA HOTLINE
0891 445 985
SHADOW OF THE BEAST I/ II AND III
0891 442 022
FIRST SAMURI HELP LINE
0891 445 926
WHIZZKID COMPUTER QUIZ
0891 101 255
For details of our other helplines
Dial 0891 445904

ALL LINES UPDATED WEEKLY
Guiding Light Computer Services Ltd,
PO Box 17, Ashton-Under-Lyne, Lancs. OL7 0WW
Calls cost 36p per min at 'cheap rate' and 48p per min at other times

HALL OF FAME

A lot of people dream of having their name in lights, but just as many strive to appear in COMMODORE FORCE. You wouldn't believe what some people are prepared to go through for a mention. Threatening letters, abuse, kidnappings... it's great! Here are those who failed to appear this Ish, but stand a mighty good chance of featuring in the future.

Darryl Marshall (Bournemouth), Mark Hodgkinson (Cheshire), Philip Croft (Lincs), Jason Moulton (Staffs), Philip and Meirion Davies (Mid Glam), Paul 'likkle laddie' Eveleigh (Dorset), Richard Beckett (York), J W 'self-confused' Templeman (Leeds), Faisal Ashraf (Boulton), Brian Given (Devon), Gavin McBride (Ireland), Mark 'Charlie Who?' Forwood (Midlands) David Clarkson (Hull), Carl O Donoghue (London Penge), Mark Cartwright (Worcester), Jame 'Bath' Mitchell (Shropshire), Neil Welsh (Lancs), Trevor Fuller (Cambs), Philip Croft (Lincs), Christopher John Dare (Boulton), Christian Geoghegan (Ireland) G Davey (Sussex), Daniel Morgan (Somerset) Bernard 'Mouldy Sandwich' Sheridan (Dublin), Martin Rose (Essex), David Hesford (Merseyside).

Time flies when your throwing clocks from a window, and yet again I must wave off the tips section for another month. Bye, see ya, ta-raa, etc. Away it rides into the sunset. But wipe those saddened eyes and mop that glistened nose, because I've had a vision. A vision in which I sit at my desk reading tips and typing them out, commending some, condemning others. I continue this task until deciding to stop. I then write an epilogue that means no sense whatsoever and really makes no difference to the planet earth. How very odd. Please keep your work flooding in to; The Tipster, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.



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STICK IT TO 'EM!



OVER £1500 OF JOYSTICKS MUST BE WON!

Hark fellow fops, competition time is here once more. What rare and wondrous gifts do we bringeth unto thee this month? Well, being the over-generous guys that they are, KONIX have decided to dish out a massive 108 joysticks!

So it's innuendo, smirks and gags a-plenty with two of the firmest palm-fitting pals, the *Speedking* (72 must be won) and the *Navigator* (36 going for free). With excellent ergonomic design to ease away gaming sores and a rugged construction that withstands even the most strenuous of tugging, they're not only the best on the market but also among the FORCE's favourite sticks!

And what do you have to do to win one of these lavish levers? Swim a crocodile-infested lake? Mud-wrestle a boa constrictor? Snog Hanibal Lecter in a dark cellar? No, you just have to work out who's playing what in our ace joystick piccy!

So who **IS** playing *Turrican*? Work it out, stupid...

Finally, before entering you must hold a stick (or twig) above your head and pronounce your undying love for Suzi Quattro in a Cornish accent. We'll know if you haven't complied, and your entries will be chucked away — you've been warned! Entries to:

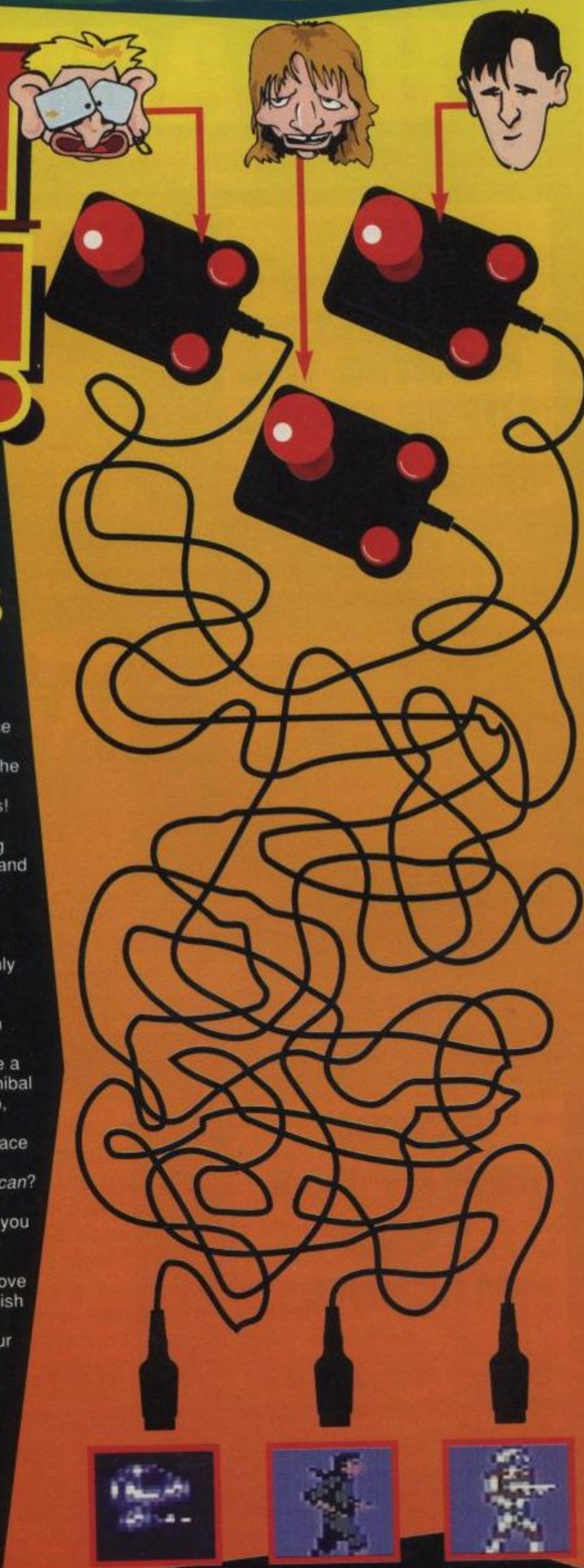
A Hand's Best Friend Comp, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

Entries must be received by March 25th, so post early!

COMMODORE FORCE

SLICK KONIX STICKS...

NAME.....
ADDRESS
.....
.....
.....
POSTCODE.....
THE PERSON PPLAYING *TURRICAN* IS.....



MANGRAM'S MAIL BAG

Some people's handwriting — I know you youngsters can read microdot, but crusty old hypermetropics like me (LMLWD — that's long sighted folks to everyone else) have real trouble with tiny words. Most letters that wing their weary way to COMMODORE FORCE are fine, but occasionally you get one so mucky it looks like Chris Hayward sat on it! It makes me go cross-eyed. I don't believe in these new-fangled doctor thingies, so I tried the local sweet shop for a cure (it seemed like a good idea at the time). The shopkeeper, Mr Waffler, said aniseed balls are good for the eyesight — has anyone got any to spare? I'd buy my own, but you know how it is, with inflation, the state of the pound, the effects of the royal marriage on the country's fiscal status, the state of my bloody pay packet, etc...

SISTERS OF MERCI

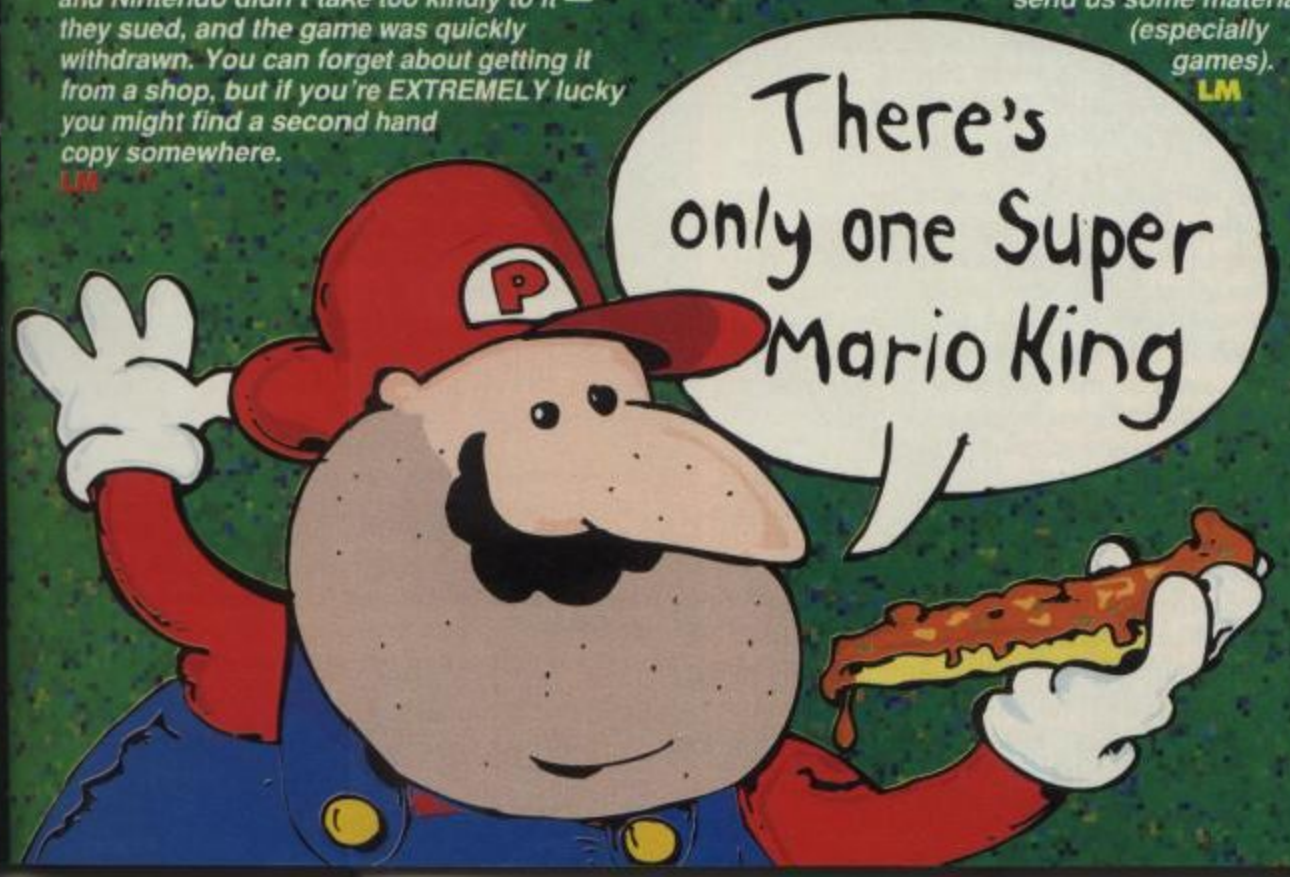
Dear Lloyd,
Could you tell me where I can get *The Great Giana Sisters*? I've tried everywhere and no-one has it. Is it coming out on budget, if so when? If not, why not put it on the covertape?
Please print this letter and I will tell the Ed to give you a pay rise.
Jonathan Bacon, Grimsby, South Humberside.

● *Sorry, you're out of luck.* The Great Giana Sisters *was a blatant* Super Mario Bros *rip-off, and Nintendo didn't take too kindly to it — they sued, and the game was quickly withdrawn. You can forget about getting it from a shop, but if you're EXTREMELY lucky you might find a second hand copy somewhere.*
LM

PD OR NOT PD...

Dear Lloyd,
I was very interested in the Public Domain article in the January issue of the mag. Where can I get more information? I thoroughly enjoyed the first issue of COMMODORE FORCE.
Darron Morris, Wexford, Ireland

● *Sure — try Binary Zone PD, 34 Portland Road, Droitwich, Worcestershire WR9 7QW. They've loads of demos, games and utilities, and they now offer a tape service as well as disk. If any other PD libraries want a free plug, send us some material (especially games).*
LM



THOROUGHL

MODEM MAN

Dear Lloyd,
I'm interested in buying a modem for my C64 I've a few questions to ask...
1) How much does it cost to use a modem af 6pm, not on a Sunday, for one minute?
Same as a normal phone call.
2) How many fun, legal things can you do wit modem, and could you tell me how to do thes things?
You can use Bulletin Board Services, play multi-user games with people living miles away, and chat with all your modem-owni friends using a conferencing service.
3) If you have a call waiting on your phone wi you're using your modem, will you know someone's trying to call you?
On some exchanges you get a signal, but usually play havoc with modems anyway.
4) Are modems on 'much more advanced' computers better than C64 modems?
No, all CPU's are equal regarding modems
5) How do you set up your own database on modem?
I presume you mean 'Bulletin Board'. Ask your local PD library about the necessary software.
6) How much does a modem cost?
Depends how fast it is. It could be anythin from £50 — £1000.
7) Please can we have an Agony Aunt in COMMODORE FORCE for people who have problems in their life? *Your Sinclair* have one I think it's a brilliant idea. You, Lloyd, seem lik sensible person to do it.
I don't know what other readers think, but can't see it working myself. With the Spectrum market rapidly diminishing, *You Sinclair* ***probably included it as an act of desperation. For my money, COMMODOR FORCE should remain a computer magazi — rest assured we'll never fill the mag wit toys and comics either!***
Joel Winston, Edgware, Middx
PS Don't make fun of the Spectrum. If we wa stop the things that are being said about 8-bit home computers, then we all have to work together.
PPS Give Lloyd a pay rise, he deserves it.

● ***Hope that helps, Joel. On reflection, you probably right about the Spectrum. After a used to own one when I worked for Crash there's no getting away from the fact that now dying, but it's had a good innings!***
LM

ON THE MAKE?

Dear Lloyd,
Having read your last issue I feel quite perplexed. Your reviewers do an excellen job most of the time, but when you do a featue reviewing old games (eg film licences) I cn't see how you can change the ratings so drastically on some games and not at all on others, bearing in mind of course they'll have aged.

It leads me to think that you're not as unbiased as you should be. Maybe it's promises of software houses' freebies or backhanders!
Paul Yates, Quarndon, Derby.

● ***Before you write another letter, Paul I suggest you look up 'libel' in the dictionary and don't do it again! The reviewers NEVER give high marks on the promise of backhanders, and the reason for ratings changes (other than aging) is that the person writing the feature felt differently about the game than the original reviewer — we do disagree occasionally (No we don't! — Ed).***
LM

ICPUG PLUG

Dear Commodore Force,
I'm writing ***(Why do people start their letters with 'I'm writing'? I(know you're writing, I've got your letter in front of me)*** having just read your first issue, and I would like to say how much I enjoyed it.

I'm a relative newcomer to the C64 scene, as I've only had mine for a couple of weeks. I was talking to a friend at work about getting an Amiga when he asked if I fancied his old C64 for £40. I said 'yes' immediately, as it's a bargain, but I didn't realise the price included a MPS701 printer, a 1541 disk drive, datasette, fifteen books, and over thirty pieces of software, all in 'as new' condition!

I'd like to dispel some of the rumours about consoles killing off computers. I sold my M***drive after only six months as it was boring and I couldn't afford the games for it (despite the fact that I am 23 with a decent job — how are kids supposed to afford them?), and a mate of mine is selling his to upgrade to an Amiga. As you can see, people are wising up, so don't believe the hype — computers are better!

I've a couple of questions; Firstly, I had a problem with my C64 — I spoke to Commodore, who put me in touch with the *Independent Commodore Products Users' Group*, who were very helpful. I'm thinking of joining, but is membership worth £21? Secondly, do you know of any software that I can use for my household accounts? I'd really like to see if my C64 can make any sense of my bank statements, as I know that I can't!
Simon Trenerry, Sutton, Surrey.

● ***Haven't a clue about household accounts packages — the best thing you can do is contact ICPUG again. Their technical and product advice is second to none! Membership is definitely worth the asking price if you're into more than games. As well as excellent service and regular newsletters, you also get free use of their extensive PD library. Anyone wishing to join the ICPUG should write to*** **The Membership Secretary, PO Box 1309, London N3 2UT**
LM

A CASE IN POINT

Dear Commodore Force,
Hi there. How goes it? Like the new mag and superb tips booklet. Now, down to business.
1) I would like to learn how to program games, etc, but I've no idea where to start. I was wondering whether you could put a small program in your mag, and possibly some alterations to 'DATA' lines, or whatever lines you have to alter to change the way it runs, or change colours too. This would help us novices learn a thing or three.
2) Where did you used to get your cassette cases from? I used to get my spares from W H Smith, but they no longer sell them here. As I now have about seven cassettes with no

STAR BORES?

Dear Lloyd & Crew,
Greetings from the Dagobar system! As it takes longer for your publication to reach the Forest Moon of Endor and the Ice World of Hoth, I've had to dispatch a small rebel fleet to calm the armies massing there. It seems they were ready to storm Earth, in particular Shropshire, England. Anyway, I've mentioned that the force will be with them — always.



LETTER OF THE MONTH!

I have to complain, though, about the picture (in issue 2) of Miles Guttery. Many Wookies out here have taken offence, and a few threatened to destroy all in-coming copies of your mag, but we managed to calm them down with nude 3D pictures of Mon Mothma.

Anyway, I'm sending this letter on the Millenium Falcon (that's the ship that made the Kesel run in less than 12 parsecs, in fact she'll make point 5 past light speed).

I must point out that the Force runs strong in my family. My brother has it, I have it and my sister (if I had one) would have it too.

To end it; May the force be with you!
Mark Dodd, (Jedi Knight and friend to Captain Solo)

PS Keep up the good work (and keep down the price?).

● ***We'll do our best regarding the price, Mark, but can you imagine how much it costs to Tele-beam COMMODORE FORCE to the other side of the galaxy? We can't use a molecular sling as it would damage the covertapes, and the low-cost invisi-wire's too slow — even on the Tele-beam we have to lock on a Transtime Decellerator to slow down the passage of time. This is incredibly expensive, but if we didn't the mag would be out of date by the time you got it. We had a slight accident beaming issue three to the Zygorian Imperia — the Transtime Decellerator overheated, and they ended up getting the mag before we'd even written it! No wonder I never get a pay rise...***
LM

ACES HIGH (POINTS)

Dear Lloyd,
I've got a few points to raise.
1) CONSOLES
What's the big fuss about them? My friend who's got a Mega Drive got *Sonic 2* when it came out. In two-player mode we completed it in two goes. Ok, so it has brill graphics and music, but where's the playability? Some people completed within three hours of buying it!
2) C64 SOFTWARE
Why have most shops stopped selling C64 games? In Keighley, there used to be five shops serving the C64, now there's only one. The other are console only!
3) ACE SOFTWARE
Sorry but we need all the free plugs we can ge
4) COMMODORE FORCE
Great new mag. Just don't get anyone called Lucy or Miss Whiplash near it. Sorry about the length of this letter, but I had a bit to say.
Jamie Johnson, 168 Long Lee Lane, Long Lee,Keighley, W Yorkshire, BD21 4TU.
PS For info on Ace Software, send a disk and a first class stamp to the above address.

● ***I wonder what'll happen to those shops when the console bubble bursts and the scene's dominated by computers again? Serves 'em right for not supporting the C64! Remember you can always get software direct from the software houses, and the Forcefield Plaza can get anything currently available too.***
LM

cases, I thought I might as well ask.

Well, thanks for listening. Hope you can make sense of my scrawl!

Andy Thom, King's Lynn, Norfolk.

PS If anybody wants an old game that's no longer available, is it legal or illegal to oblige?

● ***No magazine programming column will ever be as good as a decent beginner's guide — check out your local library, you know it makes sense. We hope to market cassette cases through the Forcefield Plaza soon, so watch this space. Finally, you can do what you like with your original program, but if you copy it you're breaking the law.***

LM

COFFEE CLUB

Greetings Lloyd,

I wonder if I could ask a big favour, no questions I promise.

Being a dedicated C64 user, it seems to me that there's not enough help available for the gamesplayer (COMMODORE FORCE excepted, of course).

I intend to set up a PD library and information exchange, covering all the usual games and demos for the 64 but also cheats, pokes, listings etc. I've already built up an extensive collection of my own, but what I need now is for other 64 users to get in touch with all their material so a large enough database can be formed.

I would also like to correspond with other Commodore 64 users world-wide, and perhaps help set up a user group here in Bedfordshire.

If I can compile this database, it won't be a profit making organisation, it'll be a C64 help desk (or, more accurately, a coffee table as my funds don't run to a desk).

Here's hoping you get your rise, as it may encourage my boss to give me one too.

Steve Morris, 68 Russell Rise, Luton, Beds LU1 5EX

● ***What's in it for me? Only joking — if you've any cheats, pokes, tips or other interesting pieces of PD, send Steve a copy at the above address. Oh, and by the way Steve; don't forget to bung us a catalogue when it's ready!***

LM

I SWEAR... TO TELL THE TRUTH?

Dear Lloyd,

I was told my language was getting pretty bad, so I've been practising some soft swear-words. If you want to hear a few, here they are; crikey, drat, darn, flippin' heck, blinkin' heck, oh sugar bums, suck-a-tash, jeepers-creepers, knickers, golly-gosh and cow-pats.

D Gregory, Blackrod, Bolton.

● ***You sound like a schoolkid from an Enid Blyton book. If I were you, I'd stick to the stronger words — you might get a clip round the ear if your old dears hear you, but at least you'll keep your street credibility. Or maybe not...***

LM

PERSONAL ENQUIRIES

Dear Commodore Force,

I think your new magazine's great, it was a good idea to put a tips booklet on the cover. But now I'd like to answer some questions ***(any one care to ask any?)***. I've played my friend's copy of *Turbo Outrun* on cassette, and was wondering whether it's still available on disk? If it's been deleted, do you know where I could get a disk version of the *Sega Master Mix* (I think it was called that) and how much it would be?

Gerard Page, Brighton.

PS I also have access to an IBM PC (top of the range) but I am not parting with my commie in a hurry.

● ***Well... I'm waiting... are you going to answer the questions or not? Oh I see, you wanted to ASK some questions — why didn't you say so? Unfortunately neither* Turbo Outrun *nor* Sega Master Mix *are currently available on disk — sorry!***

LM

MISSED BY MILES

Yo Lloyd!

I just want to comment on a few things regarding your mag and the C64 itself. I've owned my C64 for about a year and I love your magazine, but there's one thing I don't like at all — those two geeks, Chris and Miles. Miles especially — how can he knock *Emlyn Hughes* and *Microprose Soccer*? They're the best soccer games on the Commodore and will be very hard to beat. They also give some games NO good comments, making them out to be a complete heap of crap! I mean, the other veteran reviewers make at least one or two good comments about bad games, but these guys seem to give them no chance. God knows what the manufacturers say to themselves when they read them; they probably think, 'If we're producing games as bad as this, what's the Goddamn point in carrying on? Let's face it, we couldn't produce a good game if we were paid (even though we are), let's just finish it here and now!' I know that's a bit over-done, but you never know. As a matter of interest, have you ever had complaints from games companies for giving their games crap reviews?

Now on to the C64 itself. Answer me this Lloyd — if you sent someone you know into a computer shop and told him to buy any ten games for your C64, how many of them would you find highly addictive? One or two at most! I've noticed that since the Amiga and other 16-bit computers came on the scene, programmers waste their time trying to match C64 graphics to the Amiga's, and in doing so the game itself ends up crap — all presentation and no gameplay. To test my theory I bought ten games dating from 1985-1989, before the Amiga arrived, these being;

Ghosts 'n' Ghouls — **Elite**
Wizball — **Ocean**
Silent Service — **Microprose**
Gunship — **Microprose**
Spyhunter — **US Gold**
Turbo Outrun — **US Gold**
Buggy Boy — **Elite**
Batman The Caped Crusader — **Ocean**
Microprose Soccer — **Microprose**
Aces of Aces — **US Gold**

I found all of these games highly addictive, especially *Silent Service* which I played until I reached the highest rank possible, WGSC (World's Greatest Submarine Captain). Since I got them, all my software released after 1990 was thrust aside, with the exception of the brilliant *Flimbo's Quest*. Sadly Commodore games are going from bad to worse and from worse to appalling; seldom do you see an excellent game these days, and it's all because programmers are trying to keep up with the Amiga.

Eric Knott, Kerry, Ireland

● ***Look bud, I've been in the magazine biz for longer than I care to remember, and in my experience EVERY new staff member's been knocked by a reader or two. Miles and Chris are the best rookie writers we've had in many a year, so don't scream for their P45's, let them get into their stride. Sure they're harsh, but isn't that the way it should be? If a developer has so little confidence in his product that he jacks it in over one review he couldn't have been up to much anyway, and do you really want us to contrive kind comments for games with no redeeming features whatsoever? I dare you to buy* Gazza's Super Soccer *(11%, Ish 2) and find something good to say about it!***

Having slagged off our reviewers for being over-critical, you then contradict yourself by saying C64 games are going from bad to worse to abysmal. True, there are a lot less strategy games in the* Silent Service *mould (you're right, it's an excellent game), but there's still a fair few ace releases if you look — the brilliant* Rampart *for example. And remember,* Trolls *and* Lemmings *are just around the corner — short of a disaster, these games will be world-beaters! If you're into war games, check out* Bismarck *from Summit (Alternative).

LM



MORE MEGA MUD-SLINGING

Dear Lloyd,
Thank God for Ged Foley ***(last month's 'letter of the month' winner)***. I got a C64 for my 12th birthday in 1984 and had a great time using it for a whole range of applications before it ended up as a games machine. I sold my C64 and 'upgraded' to a Megadrive this year, and like any reasonably new machine I had to make sure I avoided the crap when looking for games. However, I still had a disk drive, Commodore and Atarisoft carts, and various other bits and pieces, which is why the *T2* pack was ideal for me! I got it on New Year's Eve and unlike the MD (sorry Sega!) I've never been on it for less than five hours at a time. Even though I own one, I challenge any MD owner to find me a horizontal scroller like *Armalyte*, a puzzle game like *Boulder Dash*... the list is endless. I have the best of both worlds, but ultimately the 8-bit games win out ***(£3.99 versus £39.99 — that's a really hard decision, isn't it?).***

No Lloyd, the bee in my bonnet is over Disks. The cheapest drive is STILL £150 and disk compilations £20. Since the average single disk game is £15, no wonder they don't sell! The life of a compilation is just six months and then they disappear too. Why won't companies push the format once they have a game which really shows off the capabilities of disk, like *TV Sports Football*? It's in their financial interests, isn't it? And we've all had the would-be Hurricane Hit that's ruined by a crap loader (as if there were any such things as a good multiload), and the Action Replay cart's useless because, despite the machine code monitor, it doesn't have an ASSEMBLER as well. What do you think Lloyd?
Kenneth Henry, Enfield, Niddlesex.

● *I wouldn't call the Action Replay useless — it's a great inspection and trainer tool, and you can hardly condemn it for not being perfect for piracy. I agree the C64 disk is under-used and over-priced though — a blank disk is no more expensive than a blank tape (Often cheaper, in fact — Ed) and it's easier to duplicate, so if anything it should be cheaper. But no, the software companies think, 'If the user's getting a superior product, he'll damn-well pay a higher price,' and cheerfully pocket the extra dosh.*
LM





Dear Commodore Force,
I have a tip that works for any game where you have more than one life.
You need an Action Replay cart. When the game has started, note how many lives you have and press the freeze button. Press X for Poke Finder — the screen should show 'How many lives now?'. Type in however many lives you have, and when all the pokes come up press a key then press F3. Play until you lose a life then re-freeze. Put it back into Poke Finder — it should now say 'Installed'. If it doesn't, the poke has failed. If it worked, press a key then press F3 and you'll start the game with unlimited lives.
Alan Brown
PS — Please put this tip in the tips section.

● ***Sorry Alan, but if you want to see your name featured in our illustrious tips emporium you'll have to do better than that — your 'tip' is just an inaccurate re-write of the Action Replay instruction booklet! If the cart doesn't say 'Installed' first time you try, you might have to lose another life while the computer re-checks the addresses highlighted first time round. Still, you're a worthy pilchard...***
LM

YAWN!

Dear Lloyd,
1) I have a complaint — the letters section is becoming boring. The first letter in issue two's snips column should've been the 'Wet Kipper'.
I agree they went through something of a dull patch recently, but you must agree they're improving. Remember, it's the readers who write the letters page, not the staff. Rest assured, boring lists of questions won't appear again, especially if they mention fat Italian plumbers or irritating blue hedgehogs.
2) While I'm on the subject, do you pick the right letters for the mag? Whatever you're doing, you're doing it badly. Are all the letters this bad?
Hardly any are as bad as yours — I'm having the devil's own job editing it.
3) A lot of people know you but I've never heard of you. Why are you so famous? What did you do?
Aww shucks... you tell him readers — why am I so famous?
4) I've just read what I have written so far and I left something out which most people seem to bribe you with between 'Dear Lloyd' and question 1 so here it is: I am a loyal reader and I spend lots of money on your mag so please print this letter.
Does anyone know what he's on about? I'm damned if I do
Gavin McBride, Dublin, Ireland.

● *Well there we have it — is the letters page getting boring? If it is, it's up to YOU to do something about it...*
LM

SNIPS

Various odds, ends and oojits we've plucked from our mailbag.

■ If I got my Mum to ring up, can I change my tape subscription to a disk one?
Scott Nye, Surrey.
Yes, but there's an administration charge — call Database Direct on: 051 357 2961

■ Please print this letter or I'll sell my C64 and buy a Spectrum.
Robert Garner, Scarborough
It's your loss!

■ Do I get a Wet Kipper through the post if I win it?
Robin Pacers, Telford
Readers don't go out of their way to win it, divvie!

■ I'll finish now as I've run out of pape...
Julian Pearce, Oxon
I'm going now, 'cos I've run out of ideas...

Well, that's that for another month. The letters are definitely improving — no more 'when's this coming out' or 'where can I get that'. Remember, if the FORCEFIELD PLAZA can't get it, no one can — market stall/second hand shop/car boot sale sounds like a cop-out, but there's nothing more that I (or anyone else) can tell you.
I'm off home now to rest my weary eyes.
Any joy with the aniseed balls?

TOP TON!



1 **STREET FIGHTER II** US Gold £12.99



2 **STREET FIGHTER II** Kixx £3.99



3 **GOLDEN AXE** Tronix £3.99



4 **WWF EUROPEAN RAMPAGE TOUR** Ocean £10.99



5 **DIZZY: PRINCE OF THE YOLK FOLK** Codemasters £3.99

ELSPA CHARTS PENGUIN
COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

What a surprise — *Street Fighter II*'s straight in at Number 1! Honestly guys and gals, Lloyd says his mailbag is full of moans about the state of C64 software; what do you expect if people buy games on the strength of the hype? *Street Fighter II* isn't a disaster but it's hardly Numero Uno material, and its appauling predecessor souldn't have charted at all.

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PUBLIC SECTOR

PD or not PD, that is the question — whether 'tis nobler in the mind to suffer the slings and arrows of the marketplace... Dutch Public Domain expert REMI 'THE BARD' EBUS says 'NO' as he brings you the latest in dynamic demos!

The CAMELOT Party in Aars, Sweden, was a big success according to some patrons. Others, however, (including the person I asked to write a party report for this column) found it rather boring. This leaves me with a dilemma; how can I write a report on a party I didn't attend when everyone I ask has a different opinion regarding its merits? Let's have a look at the demos released there and try to build an opinion on those...

PROBLEM CHILD

• Topaz

Problem Child... He Knows Me is the **TOPAZ BEERLINE** entry for the Camelot party demo competition. It's certainly one of the better demos, featuring some good graphics from their new artist DEATH (macabre handle), and some good coding by D'ARC (weird handle). They begin by graphically illustrating which member does what, setting the standard for the demo as a whole. Featuring shade-bobs (small, moving objects which leave a coloured trail) and shade-plots (the same, only with small dots) and a spooky DYPP (remember that?). D'ARC's high-quality code provides a great springboard for DEATH's graphics, with two great pictures (well, the 'Die Hard' picture is great, while the 'Scythe Man' is okay). Don't think **TOPAZ** has only two members; AMJ and HTD provide audio support,

TAAGEKAMMERET

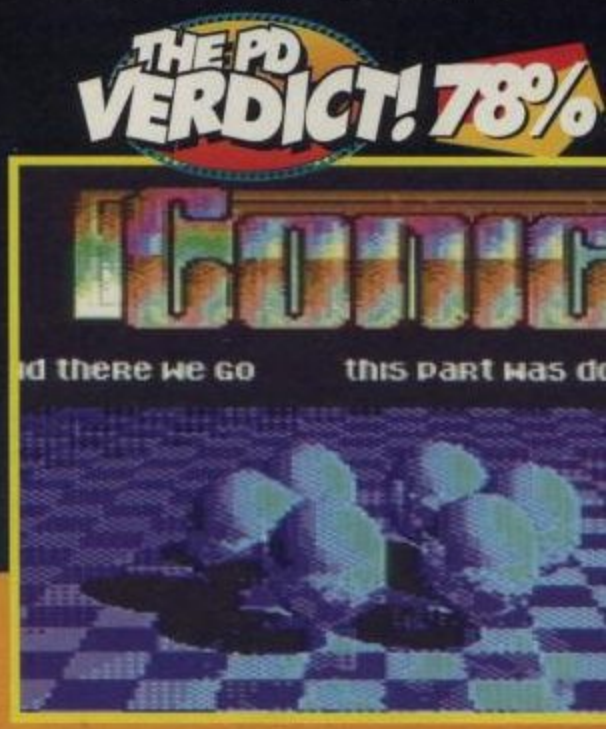
• Starion & Conic

STARION would be one of the oldest groups on the scene if they hadn't split up a few years ago. However, you can't keep a good group down, and recently they were reformed by several old members. **CONIC** haven't been around for long either, but both groups have built quite a reputation on previous releases.

Taagekammeret, sadly, doesn't really live up to that reputation. It's not a bad demo, it just doesn't feature anything really special. The best part is *Spherical*, where you see a big colourful ball (a planet, perhaps?), with some smaller balls (satellites?) orbiting, casting shadows on the parent ball.

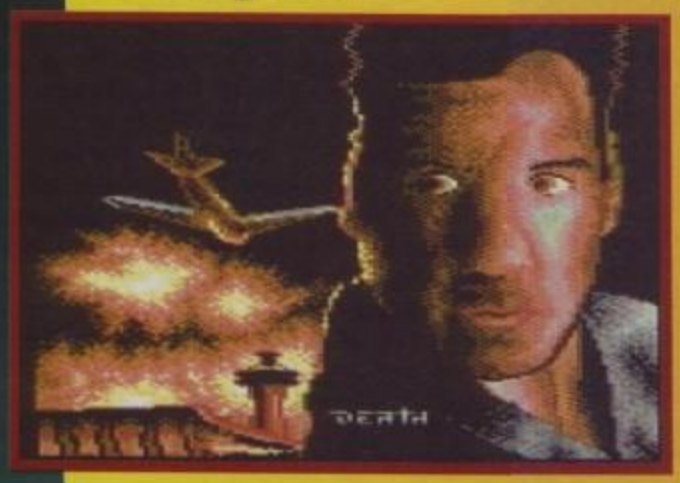
Another part features some ray-traced balls; they're not bad, but it's nothing that hasn't been done umpteen times before. Other heavy codings feature a Bezier's curve and pixel-vektors. Luckily there's one part which doesn't feature boring high-tech code, a slide show of three pictures, good conversions of the brilliant fantasy-artist Boris Vallejo.

All in all, *Taagekammeret* isn't a bad demo but it doesn't excel in any department.



COMALIGHT 8

• Oxyron



OXYRON aren't a very old group, though they weren't exactly formed last week either. Still, they've been releasing demos like hell and are starting to give the better-known groups a run for their money; let's see whether they're worthy of their position.

For starters, *Comalight 8* won the competition at the Camelot party. Unfortunately my contact made a cock-up and forgot to send the complete demo, but I'll do my best with what I have.

The intro is simple, some text and a logo followed by an all-border upscroller — yes, you read it right — an upscroller which goes through all four borders! It's not that this has never been done before, but it eats a whole lot of raster time (about 90% of it according to the programmer). The best part of this section is the music, a great conversion of a Eurythmics classic by PRI. Graphically there's not too much to see other than an enlarged character set and picture by KIKR. Other parts seem to have an Amiga influence, evident in a lot of demos lately; effects such as filled vektors, plasma and bobs, all of which are are pretty common on the C64 today although they were first seen on its big brother. **OXYTRON** have also attempted some effects that have never previously been attempted on the C64. Other (not so Amiga-orientated) parts boast elastic lines, as Graham likes to call his plot-routines, featuring some stunning transforming objects, or a split-screen, with on one side depicting some text in Hi-res, while on the other side FLI is shown, divided by a swinging line. One of my personal favourites, and probably the most original part in this demo, is

and other members have definitely contributed to the demo as a whole.

The end sequence has something to say; it features two (well, perhaps you can say three) endings. If you press space during the section which they *say* is the last part, the 'real' last part is loaded, containing a reasonably cool inteference routine which they thought too bad to have in the demo. Hit space again and it's time to blow the candle, as they say.. and that's exactly what happens!

Problem Child is a good demo from **TOPAZ** — they're really getting the hang of it. With some practice they'll be releasing some stunning stuff!

THE PD VERDICT! 73%

4 YEARS CREST

• Crest

I've been telling you about **CREST** for the past few issues, thinking I knew what they were working on, but again they've caught me by surprise with another shock release — *4 Years Crest*, aka *Avant Garde*, aka *We Fight Fascism* and goodness knows what else! Why are there so many names for this demo? As soon as you run it a routine changes the directory of your disk, changing the label, the file-names and the demo's title. **CREST** have always been fiddling around with such routines. They also love registration offices. For example, in *McDonald's Restaurant* they made you type in your group's name, and gave you (depending on what group you were in) an amount of money (on computer, of course). Their main part was a menu, all sub-sections having names like *Big Mac*, *Milkshake* etc, and each had a price — for example, if you wanted to see *Cheeseburger* you had to pay 95p, so when you were out of money you had to load the demo again.

Now they've found something new; fifty of their closest friends were given a registered version, for their use only. The rest had to do it with an unregistered version of *4 Years Crest*. Luckily I'm registered as User 50, so I must be doing something right. (Thanks Deek!). The version I'll review is an unregistered version, as that's the one you're most likely to see...

This release surprised me. My contacts told me **CREST** were adding the final touches to their forthcoming release, **Crest's Late Night Show** (why do they always have their name in their titles?), when out of the blue I get a package containing this demo... so what happened? Well they're still working on **Late Night Show** (I think), but this release came about when top coder CROSSBOW found unreleased parts and routines in one of his many disk boxes. **CREST**'s fourth anniversary provided a great excuse for it...

The intro's very well styled, beginning with some snow and a puppet which appears throughout the demo. In time with the music, the logos 'CREST' and '1991' appear... 1991? Yes 1991, the intro routine obviously being one of the older left-overs contained in the demo. A scroller then appears, explaining why it was released. After about four minutes of scroll text the '1991' disappears and the list of registered users is displayed (That's how I found I was registered). The rest of the part is presented randomly, another of those small devices **CREST** love.

With a demo full of out-takes such as this, you have to ask why they weren't released in the first place — perhaps it's because they're nothing special. This demo isn't up to **CREST**'s usual standards, though it's interesting in places. The *HDTV* part, with some excellent music by DEEK, features a hi-res interface picture by SIE in true HDTV style, meaning it has a very high resolution and the upper and lower parts of your screen are blank. It also features some pixel-perfect plasma and side-border effects — and look out for the stretching scroll by VISION, with a cute dragon picture by SLICE. Nothing very special considering what **CREST** are capable of doing.

CROSSBOW was recently voted best programmer on the scene, though if anything excels in this demo it's the music. MSK, DRAX, DEEK and XAYNE produced a great score, while the coding and graphics seem very average.

Still, *4 Years Crest* is an okay demo and certainly raises expectations for their next release.

THE PD VERDICT! 82%

a section enabling you to design your own fractals. You control three parameters with your joystick, and when you press fire the CPU starts calculating the fractal. It's not too complicated as it's only built with single-colour dots, but this enables the computer to calculate your fractal in seconds. You can get the weirdest effects if you try often enough, but it's rather trial and error, making the TWO examples given a little inadequate.

That's all the interesting stuff I can tell you about this demo, as the last part I saw was a nice colour-scroll-part which asked you to turn the disk, though on the other side of my copy was **TOPAZ**'s *Problem Child*.

Comalight 8 is a good demo, worthy of your collection (if complete, that is), and looking at the other demos released at the party in Aars, it deserved to win...

THE PD VERDICT! 81%

PROMETHEUS UNBOUND



Now for some demos which weren't released at the party.

• Flash Inc.

FLASH INC. are already one of the oldest groups on today's scene, though for me it seems like only yesterday when I saw their first demo. I wouldn't call it pathetic, but it was close. Nowadays **FHI** have grown into one of today's legends, with two of the scene's most talented programmers ZODIAC and UNIFER, some bodacious artists like CREPT, ZORIS and CREEPER, and great musicians such as MOON and SHADE. **FLASH** are one of those groups which successfully combine great design with high-quality code.

Prometheus Unbound is no exception, starting with a good picture by CREPT, a nice logo by CREEPER, and one of the best character sets I've ever seen on this machine. The second part brings you a complicated plot-scroller, hard to code, hard to design, and even harder to read!

COOL CODING

The following part features 'Metamorphoses' a complex routine which animates one picture into another one, very difficult to explain, very difficult to code, extremely cool to look at. Part four has some more dots by ZODIAC, this time calling them shadow-vektors, as small points built up some transforming objects.

UNIFER always excelled in complex calculations, and this time he encloses the words 'GLOBES in 1992' in an actual globe, spinning over your screen. Then a beautiful picture of a wolf asks you to turn over your disk, leading on to the last two parts, one being *Mother Swea*, again by ZODIAC. This features a whole host of small effects using the Swedish flag, the most impressive being a zoom-function, starting as a dot in the middle of your screen and ending by leaving it completely yellow as the flag grows too big for the display. The last part is a slide-show and a sprite-upscroller, and although the spites are enlarged (and ugly!) it serves its purpose. Graphics and sound are great, with aural pleasures from SHADE, METAL and DRAX, and graphics by ZORIS, ZAGOR, MORPHEUS and CREEPER. I especially liked the picture 'ACES HIGH' by Zoris, featuring some old-style planes and pilots.

Again **FLASH INC.** deliver an excellent demo (no other way to describe it), leaving the rest far behind.



That just about sums it up for this month. If I come across a complete version of Comalight 8 I'll finish the review next month.
Next issue's PUBLIC SECTOR features scene 'zines, on both disk and paper, so until then... have a banana!

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I'm in a bad mood today. I got home from a hard day's Orc-battering and found a Stygyan blood-beast devouring the contents of my larder. I dispatched the beast fairly easily, but how was I to know their blood was highly acidic? Not only did it rust my axe, it also burned a hole in the floor. Ah well, at least I've got an inside toilet at last...

BASH YER BRAINS

LOST WORLD

● Walter Pooley

Tape or Disk, £2.50

This is the latest game by Walter Pooley, famed for such adventures as *Castle Adventure, Mission X, Pyramid, Desert Island* and *Mansion Quest*. True to his usual style, *The Lost World*'s a text-only adventure based on the well-known Conan-Doyle book.

Like Sir Arthur's story, the game's set on a mysterious plateau filled with strange prehistoric creatures and people. Truly a land that time forgot. You play Edward Malone, a reporter for the Daily Gazette. Your task is to find your good friend Maple White who (according to his despatches) discovered a strange world that time passed by.

Beginning at your camp-site at the base of the plateau cliffs, careful examination and exploration of the initial locations reveal your friend met a horrific and untimely end. Determined to discover how he died, you set out to find a way onto the plateau. This can be a bit tricky, but with a little thought and very careful examination of your surroundings you should soon manage it. Once there the fun really begins!

The location descriptions are atmospheric and really set the scene for the action that follows. If they're not enough to keep you on your toes, the savage apemen who are intent on throwing you off the plateau (head first) certainly will! Hungry pterodactyls, huge prehistoric creatures and a devilish Tyrannosaurus Rex appear too, all set in a steamy, tropical, dripping, vast jungle. Luckily there's a few friendlier, more helpful characters around (well they are if you treat them well).

Despite the sense of seriousness and tension generated by the game, there's a few humorous touches too — search a leaf-strewn hut and you get the response, 'You discover something — leaves, leaves and yet more leaves!' At one point I was forced to leave what could well prove to be an extremely useful object behind, and then wasted a considerable amount of time trying to get it back — drat those pesky apemen!

Clever programming adds to the tension of the adventure, with short pauses between certain messages as you attempt a particularly difficult action or discover something significant, eg there's a horrifically hairy moment when you're attacked and have only a few moves to escape before meeting your doom.

As usual, it's vital to search and examine everything. As you make progress it's easy to miss vital objects, without which you become completely stuck in a nasty situation later on. Thankfully Walter has included a Ramsave facility, so take my advice and USE IT OFTEN!

The adventure's quite tricky at times, though the solutions to the many problems are always logical — you'll kick yourself for not thinking of them earlier! The parser's a little difficult at times but it won't spoil your enjoyment of the adventure. If you think carefully about what action you want to perform and choose your wording carefully you'll get along fine.

All in all, this is one of the most enjoyable adventures I've seen recently, and it should appeal to novices and experts alike. It's not overly large, but it's got enough to keep you scratching your head for hours.

Walter's also selling his compilation of five older games for the bargain price of £10 (single adventures cost £2.50 each).

FORCE FACTOR 70%

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CHAIN MAIL

I had a puzzling letter passed on to me from **Brian Gee**. It was addressed to the technical department (sniff), contained a cheque (which, I stress, won't be cashed — not least because it is made payable to Prof Brian Strain), and was asking for help with an adventure! Don't you realise, Mr Gee, that I'm the adventure expert around here? Brian's playing ***The Famous Five***, and asks, 'where can I find the key to the cupboard on the wreck and where is the map of the island?' To answer your first question, there isn't a key. Try CHOP CUPBOARD and OPEN CUPBOARD to see what's inside it. What you find there could contain the map — getting it out of the box is a tall order, though!

Another letter arrived via *The Tipster*. It was a set of maps for the ***Zork*** series by Infocom, kindly sent in by **B Dallas** of Fleetwood. He also sent some advice for **J Nixon** who wanted help with ***Kentilla***. Mr Dallas says, 'The castle is entered by befriending the eagle, who carries you to it. The boat is kept afloat by "bale boat", using the bucket. Get Elva to shoot the Darg-Vool with the arrow. Cheers!

P Bocking wrote to Bash (yayhay!) to say that he's bought two old adventures in a car boot sale, namely ***The Hobbit*** and ***Kobyashi*** and wants some tips on them. Well, Mr Bocking, if you would care to write in and tell me exactly where you're stuck I'll be delighted to help. Make sure you let me know if you have ***Kobyashi Naro*** or ***Kobyashi Ag'kwo***, both by Clive Wilson I can help on both, but I need to know which one you have.

Gary Spence has very kindly sent me a solution to ***The Case Of The Mixed-Up Shymer***. He admitted he had a bit of help from his sister and his mum — I'm not surprised she won't let you reveal her age. When she finds you tried to calculate it and said she'd celebrated her 21st birthday TWICE she'll probably pull the plug on you next time you're adventuring!

Gordon Gillies says the ***Level 9*** adventures **Stuart Sumner** from Birmingham asked about are still available directly from Level 9. The last address he has is; **Level 9, PO Box 39, Weston Super mare, Avon, BS24 9UR.**

BASHING FOR BEGINNERS

Verily, many young adventure heroes wish to benefit from my wisdom in the art of adventure-lore. Heed my counsil and you won't go far wrong...

When approaching your first adventure you should *always* be armed with a pencil and paper (as well as a broadsword and a battleaxe), as it's essential that you make a map. If you don't, as sure as kissing a frog turns it into a handsome prince (yuck, spit!), one of two things happen — you either find yourself hopelessly lost in a complex maze of locations, or (worse still) forget where you left that vital object. Don't expect mapping to be easy — after going North from one location, going South doesn't always bring you back where you started. Don't despair, just remember the programmer started with a map of his own and every adventure is mapable. And remember to explore each and every direction, including up and down, before moving to the next location.

The importance of examining everything and anything you come across can't be stressed too strongly. Most objects have a practical use in solving problems, and examining them carefully sometimes gives a hint regarding their use.

Read location descriptions *very* carefully. Remember 'The sunlight is beaming through the window and shining on the paperweight on the desk in the corner' coesn't necessarily mean 'grab the paperweight and rush off to explore further'. Examine the desk, it might have a drawer in it. Look behind, on and under the desk, you could find something useful. Don't forget the window either; can it be opened to provide another exit? Maybe there's something on the window sill, behind the curtains, or perhaps the curtains themselves might come in useful. All curtains, tapestries, etc should be opened or looked behind as they often cover an exit or a clue of some sort. Pictures can also give valuable clues, and could also cover a wall-safe or niche in the wall. Fireplaces mean chimneys, and these are often worth climbing. If there's a fire in the grate, try to put it out. Don't forget to search everything more than once — sometimes you find an object and rush off with it, only to find there was something else there after all.

Lots of adventures have trees, and your first thought is to climb up them. There's usually something up there, but don't just leave it at that. Shake it, you never know what might fall out. Are there any branches that could be broken or cut to provide a useful stick? Could the tree be chopped down and used to cross a chasm, or chopped into firewood? Remember to examine the tree carefully because there may be something hidden in the roots or in a knot.

More useful tips for tackling adventures next month — keep your axes sharp and your eyes peeled, and you never know what you'll find!

CONTACT POINTS

● **Cheques payable to W Pooley. Please state disk or tape when ordering.**

Walter Pooley,
Flat 1,
45 Exeter Rd,
Bootle
Merseyside L20 7BL.

● **Please make cheques payable to Glenda Collins.**

The Guild,
760 Tyburn Rd,
Erdington,
Birmingham
B24 9NX.

Well, that's all from the mailbag for now. Remember, if you want to write in on the subject of adventures then address your letters to Bash the Barbarian *(remember Bash always keeps his battleaxe sharp and gleaming, and the next person to write to Lloyd, Brian or The Tipster will be redecorating the walls with his own blood).* If you want a personal reply, don't forget to enclose a stamped, self addressed envelope.

May you never be caught in a dark location without a light source, *Bash.*

THE MIGHTY BRIAN!



If you've got a problem, And you know just what it is, Call on me and I can assure of this, I can help, I've been using a 64 for years Yes, another month, another intro, another borrowed song lyric. I've got a packed postbag to get through this month, with everything from disk drives to flashing cursors!

THE IMPORTANCE OF BEING COMPATIBLE

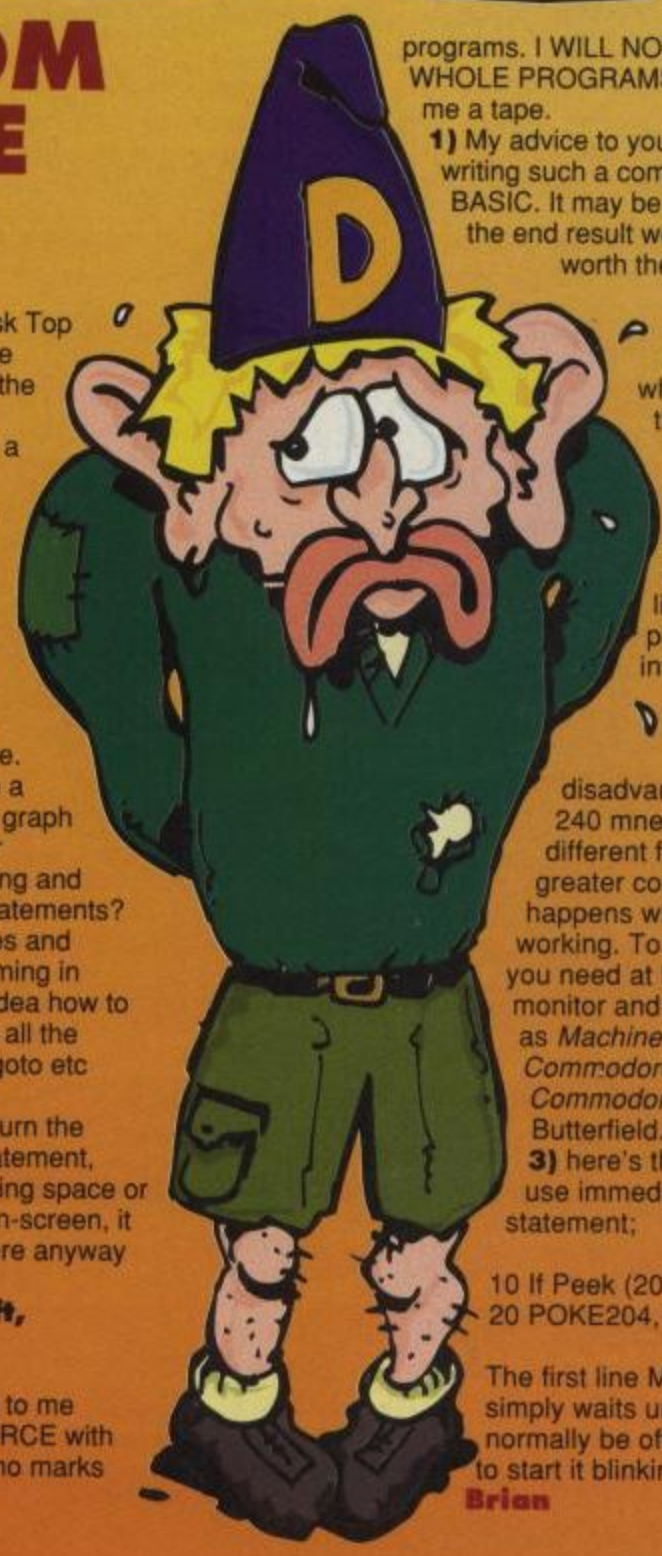
Dear Bri,
I've got a problem. I have an Excelerator+ disk drive and the problem is that when I try to load *Defender Of The Crown* and *Stealth Fighter*, the programs crash. I've heard that the load routines the programs use are incompatible with the drive, so I was wondering if there's a way around this with a routine or a couple of pokes?
Peter Flynn, Low Hill, Wolverhampton.

● It reminds me of a problem some people were having with the game *Retrograde*, in that all three are heavy multiloads (even on disk) and so a problem with the supposedly 'compatible' E+ crops up. The solution involves loading the main code directly, but since I've not got the games or the disk drive in question I can't help. If anyone else can, contact at me at the C-FORCE address.
Brian

BOTTOM OF THE CLASS

Dear Tech-Head,
I have started writing a Desk Top program but so far all I have written is the menu. I want the program to include a word processor, a database and a program that shows information on a bar graph.
1) Please could you tell me how to write a word processor in BASIC? How do you type freely on the screen without getting a Syntax Error? I think I need to use a Get or Input statement, but I am not sure.
Also, could you send me a Basic database and/or bar graph program that lets you enter information while it is running and not have to put it in data statements?
2) What are the advantages and disadvantages of programming in machine code? I have no idea how to start programming in it. Do all the keywords like print, input, goto etc change in any way?
3) If I use POKE 204,0 to turn the cursor off during a GET statement, moving the cursor or pressing space or return while the cursor is on-screen, it 'leaves itself behind'. Is there anyway of stopping this?
Mark Dyer, Lowestoft, Suffolk

● Ten out of ten for writing to me here at COMMODORE FORCE with your problem, but you get no marks for asking me to send you



programs. I WILL NOT WRITE OR SEND WHOLE PROGRAMS, even if you send me a tape.
1) My advice to you is not to attempt writing such a complex program in BASIC. It may be very rewarding, but the end result would be slow and not worth the effort. I recommend the *Mini Office 2* set of utilities by Database Software, which will do all the things you want plus a whole lot more.
2) The greatest advantage is speed since every single command of every line of a basic program has to be interpreted into machine code before it can be executed. The disadvantage is learning the 240 mnemonics in all their different forms, but you have greater control over what happens when your program is working. To learn machine code you need at least a machine code monitor and a decent book, such as *Machine Language for the Commodore 64 and other Commodore computers* by Jim Butterfield.
3) here's the line you need to use immediately after the Get statement;

```
10 If Peek (207) THEN GOTO 10
20 POKE204,1
```

The first line MUST goto itself; it simply waits until the cursor would normally be off before poking 204,1 to start it blinking again.
Brian



BACK TO BASICS

Dear Brian,
I'm a budding BASIC programmer, so you better give me the answers in BASIC or else!
1) How do you make the SID chip play all three voices at the same time?
2) How do you make multi-colour sprites?
3) Do you need to use machine code to use a joystick in your own games? If so, then how do you do it?
4) Can you LIST machine code?
That's all for now. Bye!
Stuart Lang, Rutherglen, Glasgow.

● In time-honoured fashion, I'll answer the questions in reverse order!
4) Machine code is not listed like a BASIC program; you need a machine code monitor or a disassembler that turns the numbers into the mnemonics that are easier to understand.
3) Joysticks can be read as follows:

```
JY=PEEK (56320) for Port 2
  or JY=PEEK (56321) for Port 1
FB=JYAND16
JY=15-(JYAND15)
The directions are as follows:
0 = none
1 = up
2 = down
4 = left
5 = up & left
6 = down & left
8 = right
9 = up & right
10 = down & right
```

If FB is 16, then the fire button has been pressed.
2) Designing multi-coloured sprites using BASIC (ie by typing in DATA statements) is too complex to explain here. Send an SAE to DTBS at 413 Manchester Rd, Rochdale, Lancashire and ask for the latest catalogue. The item you want is the *Commodore Programmer's Reference Guide*, which will prove absolutely invaluable...
1) ...and includes the program you require to play all three voices at once.
Brian

QUICK QUESTIONS

A brief round-up of some of the many letters I received this month;

■ **Q:** What disk drive should I buy for my 64? (PS Great mag, keep up the good work)
W G Morrison, Nottingham
■ **A:** The 1541-II disk drive at about £130 brand new would be my ideal choice.

■ **Q:** How do I transfer my programs on tape to disk?
Chris Barley, Corby, Northants
■ **A:** This method will only work with Basic programs. Load one up from tape, then type SAVE 'program name', 8 where 'program name' is a name describing the program. It can be loaded back with LOAD 'program name', 8 and then RUN.

■ **Q:** Can I use the *Easy Lives* program on COMMODORE FORCE 2 to cheat on the cartridge version of *Flimbo's Quest*?
Randhher Sahoto, Hartlepool
■ **A:** Hartlepool may have beaten Crystal palace in the FA Cup, but you can't use listings or Pokes on cartridge games.

■ **Q:** Are the following available for the 64?
1) A bar code reader
2) Simon's BASIC
3) The Music maker keyboard
4) A colour printer
PS Keep up the good work.
C Lomax, Loddyscoff Computers, Tedley, Hants
■ **A:**
1) Theoretically yes, actually no!
2) Contact DTBS (address elsewhere)
3) Try the classified ads of your local paper
4) Go for the Star Package from Datel, as advertised in COMMODORE FORCE!



UP THE (CLAPHAM) JUNCTION

Dear Mighty Brian,
I am trying to create a war-management game on my C64 but I can't make it print an input command at the bottom of the screen. How do I poke the co-ordinates, or what am I doing wrong?

Another thing is I want to avoid really long lines. I know a lot about BASIC and a little machine code, but I still need a bit of help.
Richard Two, Clapham, Bedfordshire.

● Putting something on screen at specific co-ordinates? Here's a little routine:

```
POKE 781,Y:POKE782,X:POKE783,0:SYS65520
```

Note that X is the across co-ordinates in the range 0-39, Y is in the range 0-24 (24 being the bottom line)
This uses a built-in Kernal routine to move the cursor, and should be followed immediately by your print/input statement. On the subject of long lines, they are actually better than short lines. By using colons to separate on a line, you use less memory. Note that you should be careful with IF THEN statements as any commands after it will only be carried out if the comparison is true.
Brian

Another month, another outro... If you write to any of the companies mentioned in this column, follow these simple rules;
1) Include your name and address
2) Enclose a stamped envelope with your address on it
3) Say 'Your company was recommended by professor Brian Strain's column in COMMODORE FORCE magazine!'

For all your techie troubles, write to:

Professor Brian Strain
COMMODORE FORCE
Europress Impact
Ludlow
Shropshire, SY8 1JW

I'd like to say a big hi to Jon Scally of Ayrshire and Mr CJ Newman of Peterborough whose letters were among the many I received but didn't publish this month. SYNM, ST, SM — See you next month, same time, same magazine!

WHATEV

Rollin' down highway 64, MILES 'KING OF THE ROAD' GUTTERY shifts into overdrive in his on-going quest for new releases, with CHRIS 'RING OF THE TOAD' HAYWARD arriving right on cue...

CUE BOY



● **Code Masters**

Dingily-lit rooms, smokey air, plenty of beer and tatty, warped tables — the COMMODORE FORCE office? No, your average pub with a pool table. You're a hotshot kid with serious street cred. You've got the looks, you're wearing the right clothes, and your cue would put the trembles up any local hustler. Knocking balls around a table isn't taken lightly in your neighbourhood, it's not a hobby it's a way of life!

Cue Boy, CodeMaster's interpretation of the sport, promises every aspect of pool (except the dingy lit rooms, smokey air, banana-shaped cues, etc). Strength of shot, cue positioning, fouls and many more realistiic elements are all there. The table's viewed from above and features a little bloke running around indicating where the computer opponents ball is going to head. There's the added bonus of a two-player option, so couples can see who can pull off the best ball spin or the deepest screw shot and still manage to retain a straight face — you certainly won't when you see the Codie's sports presenter, a big-nosed oik with a gormless expression permanently glued to his face!

Cue Boy will soon be released on the *Super Sports Challenge* compilation, which also features three older games — will it break the playability frames or plummet down the nearest pocket? Chalk up, polish your lengthy hickory stick and take a pot-shot at our review next month!







CHAMPI

● **Codemasters**



If you prefer gettin from A to B on tw wheels, there's n reason to feel left ou CodeMasters are se to release their bikin game *International Speedway* very soo Rev up your bike ar roar around the circuit, the crowd yelling their suppor from the stands.

You start out as



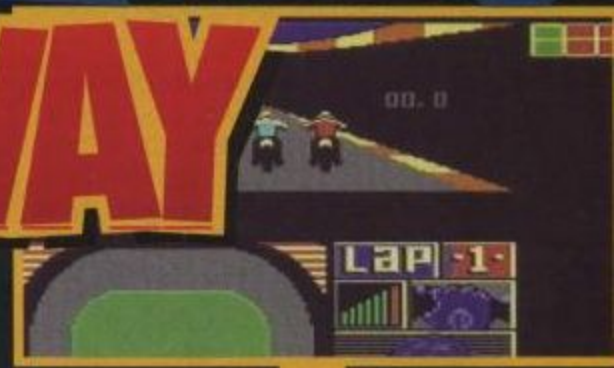
CAR

● **Zeppelin**

A big howdy to all you roadsters out there, on your ears an' gimme a big 10-4. Smo into next issue, y'all be pleased to hear, new steel-strung road-racer from Zeppelin. You probably tell from the title this ain't no simple rac game — the other cars are out for blood! Your o chance is to bash 'em before they bash you (so like your driving, Miles — Dep Ed). Sustain too much damage yourself, and it's time to see if yo pit mechanics can patch up your machine.

R NEXT?

ONSHIP SPEEDWAY







young hopeful. First you must qualify for the National Championships by finishing top of the qualifying division. Succeed, and it's onto National, Continental and finally World championships, glory, wealth, furry avocados with mint sherbet centres, etc.

It's another 3D behind-the-bike effort which should appeal to arcadesters fed up with *Turbo Outrun* and *Power Drift* and looking for a new drive-'em-up. The sprites are excellent and we're promised that overall bike control and animation will be just as good. It remains to be seen whether or not you get a realistic feeling of speed (no brakes, remember...). In the meantime...

If it's good we'll tell you straight,
In Issue Five, so make a date,
The place is here, the time is now,
Apples, trousers, insects, bearded lemon-people.



IAGE

Played in classic *Super Sprint* style, each track is viewed from above on a single screen with tiny cars screeching round at a good rate of knots. The additional action element should improve the age-old formula no end, and with a strategy element in deciding when to make your pit-stops, a little thought goes a long way. In other words, prepare yourself for some serious rubber-burning action — soon. But remember, don't you go spending all your cash just yet — wait for the truth behind the blurb in Commodore Force!

TROLLS



Flair

Is there anybody out there who *hasn't* had a Troll from their boyfriend or girlfriend as a token of affection? These omnipresent hairy horrors have become a symbol of young love, which is strange when you consider how staggeringly ugly they are (and I thought Don King looked bad). They come in many shapes and sizes, but all have pot-bellies and uniformly silly hairstyles.

In a fit of fluffy romanticism, Flair Software have snatched the rights to produce a computer game based around the Trolls. If this conjures up an image of colourful, cutesy platform antics you're spot-on because that's exactly the game design Flair plumbed for.

You play a toy troll (they called 'em 'gonks' in my day — Dep Ed), who comes to life on the stroke of twelve midnight to rescue umpteen baby trolls scattered throughout the game. On your travels you meet friendly elephants, lucky white rabbits, and a multitude of less pleasant characters.

As well as this there are sub-levels at the end of each world, some good and some bad. Bonus levels (excellent) and bogus levels (most extraineous dude). Look out for the weird devices and brilliant touches, such as the yo-yo — when you've found it, you can throw it at walls and roofs and swing on it *Batman The Movie*-style, reaching previously inaccessible areas. Look out for hidden platforms too.

We've seen the Amiga version and it looks and plays like a dream. There's no reason why the good old C64 version shouldn't be just as fast and furious...



● Yes miss Li, your verrucas really are quite nauseous — but keep your leg at that angle as I'm getting an eyeful.



STREET FIGHT

● US Gold, £12.99 Cassette, £17.99 Disk



You've heard the hype. You've listened to scores of SNES owners saying how good their version is (but neglecting to mention the £65 price tag). You've written countless letters to Lloyd asking when it's gonna hit the C64. Well here it is, but is it any good? MILES 'DON'T BELIEVE THE HYPE' GUTTERY tells it like it is...

It's here at last! The most heavily marketed, loudly talked-about and generally most ubiquitous game in history — the C64 welcomes *Street Fighter II*!

Feel free to skip this bit, but for the benefit of George Mugglethorpe in Plymouth who hasn't a clue what *SF II*'s all about, I'll furnish you with the facts in a tasteful and understated peach hue. The sequel to *Street Fighter* (*quelle surprise*), the Capcom arcade machine was a beat-'em-up extravaganza, featuring huge sprites and a range of radical moves never before seen in a fight game, as well as gorgeous graphics and great two-player head-to-head battles.

All twelve of the coin-op's fearsome characters have had their muscle-bound hides squeezed into the conversion, complete with the special moves that set the original apart from the vast universe of past beat-'em-ups. Ryu has his Dragon Punch, Guile's Sonic Boom's a real 'stunner' and the mighty Blanka's tactics are shocking. Not forgetting, of course, E Honda the Sumo wrestler, Dhalsim the Yoga master, Zangief the big Russian, Ken the arrogant twerp and Chun Li the hot babe.

When the game's loaded you pick your fighter. There are eight to choose from, each with their own strengths and weaknesses. After making your selection you get a brief profile of that character including height, weight, age and a list of his or her special abilities.

Butt-Kicking Baddies

In one-player tournament mode the ultimate aim is to become street fighting champion and win the much-coveted title of World Warrior. Select your character, then travel to your opponent's home country. You must take on and beat seven other challengers before going up against the Grand Masters, the most formidable street fighters in the world. Your previous fights are a picnic compared to these blood-curdling contests, and there can only be one winner!

Of course, you can only get so much satisfaction from wiping the computer all over the floor. The awesome two-player mode is where *SF II* comes into its own — choose your characters and kick merry hell out of each other. There's a helpful handicap feature which affects how much damage each player's punches inflict, allowing a novice to contest a slightly more even brawl against someone with hours of street-fighting under their belt. It's also good for a yuk or two if you sabotage your opponents character while they're out of the room (snigger).

When Nintendo (spit) converted the arcade original to the SNES, their marketing machine really went into overdrive. Within weeks, *SF II* became the best-known video game since *Space Invaders*, and being able to complete it became as essential to street cred as a pair of 501's and a copy of COMMODORE FORCE under your arm. Because of the publicity, the original *Street Fighter* game shot to the top of our very own Commodore charts despite being a distinctly dingy offering.

In the wake of all this, it was inevitable that *SF II* would make it across the formats and cash in on the razzmatazz generated (It's interesting to note our Spectrum-owning buddies are getting it too — Dep Ed).

Street Farty Poo?

Ever since the N-FORCE team (ace Europress mag for Nintendo owners) got hold of the SNES version it's been a nightmare down by the office coffee machine. You can't even say 'good morning' without being told how they KO'd Blanka with a spinning pile driver inside 8 seconds, or beat M Bison without even taking a hit, only stopping to comment on how it'd never work on the Commodore. The imminent arrival of the C64 version was anticipated with some



RYU – A pure warrior and pupil of the master Sheng Long. A born wanderer, he has no family, no home and no friends.



BLANKA – A bizarre fighter from the jungles of Brazil, *Blanka* has challenged every fighter on the planet.



EDMOND HONDA
***Honda* claims Sumo wrestlers are the best fighters in the world, and intends to prove it!**



GUILE – The obligatory ex-squaddie, *Guile* was a member of the elite Special Forces. A brilliant fighter!

TER II



trepidation by our good selves, and on loading, our fears were realised. Gone are the scrolling backdrops — each bout takes place on a single-screen playing area. It does scroll (very slightly) vertically when a character performs a high leap, but by so little you hardly notice. Each fighter's special moves are accessed via a combination of joystick directions followed by hitting fire. These are tricky to master, and it hardly seems worth it when you can beat any of the computer opponents by pushing the stick towards them and repeatedly jabbing fire. Even with two players it's not much better, with unresponsive controls reducing most contests to 'who can press the fire button quickest' sessions.

The whole game was obviously put together in a rush to make sure it hit the shelves before the hype was forgotten. Consequently it still has glaring programming errors, eg computer characters sometimes climb onto scenery which isn't actually there, and the game occasionally pauses itself at the most inopportune moments. The graphics are colourful and detailed, but so poorly thought out for the most part they just look a mess.

To their credit, the programmers crammed as many of the arcade's features as possible into the C64 version, but unfortunately they don't appear to have been given enough time. Despite this review it'll sell like crazy, which is unfortunate — there are plenty of better fight games about!



MILES! 50%

● (below) The ancient Sumo tradition of punching your loved ones lights out. E. Honda also looks like some of Miles's ex-girlfriends.



CHRIS!



● I wasn't too critical whilst waiting for this game to appear; some laughed at the thought of the trusting C64 version, while others expected it to be startlingly similar to the SNES. Graphics-wise it's pretty much as I expected for an eight-bitter. The sprites (though a weeny bit small) move really fast and I'm astounded at the amount of special moves included, but there's a long list of problems. Two really bad programming faults rear their ugly heads — the game pauses on its own and computer opponents leap in the air and end up on top of the background scenery. Very poor! The backdrop during the Vegas fight is quite harrowing, and singles competition is truly deplorable (easily completed on the first attempt). It'll sell thousands on the hype alone but, with the faults left in, it's a licence without a game.

68%



● When you're a Jet you're a Jet! What? Nobody remembers *West Side Story*? Bah!

IAN!



● Ho hum... after all the hyperbole (Lloyd's lent me his Long-Word Dictionary) *Street Fighter II*'s just another beat-'em-up — reasonably competent, but definitely unremarkable.

A common fault with pixilated pugilisms is the one-move-kills-all syndrome, where continuously repeating a single action effortlessly defeats all computer opponents. *SF II* firmly steps in that particular pile of doggy droppings, producing a game you can complete on your first go in one-player mode. It's better bashing a buddy, but even then it's nothing special and nowhere near as good as the older (and cheaper) *International Karate +*.

No game could live up to this amount of hype, but *SF II* doesn't even come close. If it sells by the bucket-load as expected there'll be a load of disappointed Commodore chums out there!

52%



GALE WARNING





■ PRESENTATION ■
EXTENSIVE MULTI-LOAD BUT NICE CHARACTER PROFILES — 70%

■ GRAPHICS ■
BECOME CONFUSED ON SOME LEVELS DUE TO TOO MUCH DETAIL — 84%

■ SOUND ■
OK THEME TUNE, STANDARD BLAT EFFECTS — 77%

■ HOOKABILITY ■
CLUMSY CONTROLS AND CLUTTERED GRAPHICS — 60%

■ LASTABILITY ■
TOO EASY IN ONE PLAYER, DULL WITH TWO — 42%

FORCE FACTOR 56%

KEN – Another of Sheng Long's pupils, *Ken*'s a natural athlete. Sadly he also has a huge chip on his shoulder.



ZANGIEF – A fierce patriot, *Zangief* fights for both his country and himself. A fearless and brutal warrior.





CHUN LI – *Chun Li* is out for revenge. She's searching for her father's killer, and thinks he's a Grand Master...

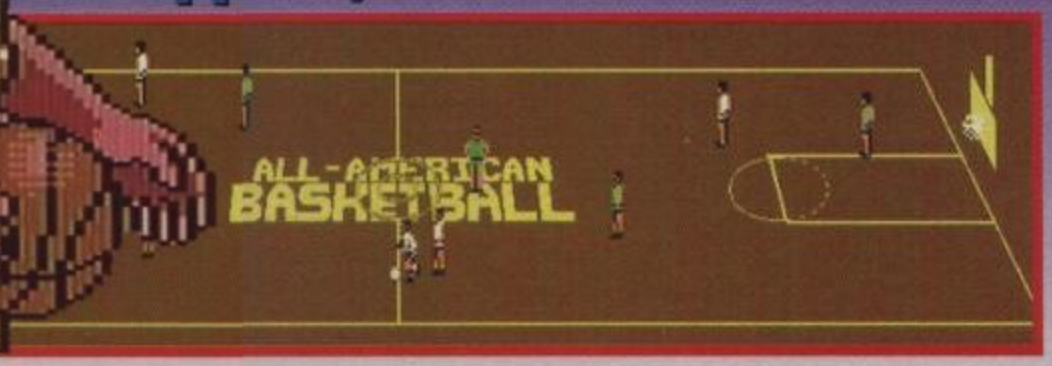


DHALISM – Having devoted his life to Yoga, *Dhalism* can alter his height and weight to suit himself.

ALL-AMERICAN BASKETBALL

● Zeppelin, £3.99 Cassette





● Excitement mounts as the white team take posession of the ball and wobble off to the left...



The crowd roars, the leaders cheer, and CHRIS 'BASKET CASE' HAYWARD slams, dunks and apple bobs his way to stardom (and then starts to dribble)...



Americans like their sports huge, hyped and ludicrously loud. If the rules aren't complex the nation isn't satisfied. All participants must be built like re-enforced bulldozers, and teams of girlies must flounce their limbs whilst clutching two large clumps of tassely wool. In typical American style it isn't the taking part that matters, it's the winning that counts!

Basketball is, apparently, the largest sport in the world. It's a game where monstrous height and a pair of foolishly overpriced trainers can make all the difference. Not content with being named after their city titles, the yanks like to add more fitting entitlements like the L.A Lakers, Chicago Bulls, Boston Stranglers etc though behind the pretence and charade the sole aim is to bounce a ball around, get it through a net and then strut around high fiving. Zeppelin's newy tries (note the word tries) to capture the essence of this glory splattered sport, but ends up in a hoop-less mess.

Tip Off And Die

Before you can lurch into the tip-off, you need to shovel your way through the option-saturated selection screens (I'm being highly sarcastic of course) where you choose what team you control, the colour of your strip and game type (single match or Tournament). When these arduous specifications are set it's on to the court to get shootin' those hoops. Yes, the court — now there's a topic for discussion. The entire play area is brown with yellow lines. No hoardings, no revelling crowd, nothing. If the playability's better than the graphics all should be dandy, but what lies before us is a very cheap looking basketball 'simulation'. The inlay card promises many exciting features, but as expected the myriad of options are missing. Where oh where was the ability to 'dunk' the ball as stated? My interpretation of 'dunking' is sprinting up to the net, leaping 40ft in the air, powering the ball through the mesh and swinging about on the ring like a hapless orang-utang. The sprites have no intention of sprinting (lifting a leg seems too much trouble let alone jumping!), the ball by-passes the net when you score and they wouldn't swing around even if able, they're all too busy deciding who should go and pick up the ball. Deciphering shot strength is implausible and the ball runs out of play far to quickly. Thankfully at least some of the game's accurate. The three-second rule is imposed, ie if a player stays in the opposing side's basket box then a penalty shot is awarded. It would be all well and good if it was possible to score from this position, but it's not. When it comes to basketball, you may as well go to your nearest leisure centre than purchase this. You'll have more amusement, more dunks and the chance to score — not just baskets, but with a babe and her pom-pons.



CHRIS! 31%





MILES!

● Odd! Didn't we review this a while ago? Strange, where have the goal-posts gone? Why has my player picked the ball up? Funniest game of football I've ever seen. Wait a minute — it's basketball! Almost identical to Zeppelin's earlier release *International 5-A-Side Soccer* in design and graphics, they obviously think they have a winning formula. They haven't — this is a deeply unentertaining bash at the sport. Ball movement is totally unconvincing and strategies are very limited. Either zigzag your way up the pitch (and probably get tackled) or just chuck the ball as far as you can, and hope it goes to one of your players. Well crumby!

46%

GALE WARNING





■ PRESENTATION ■
EASY TO USE MENU BUT FEW OPTIONS
36%

■ GRAPHICS ■
SPARSE COLOUR, AND TERRIBLE ANIMATION
33%

■ SOUND ■
BLIB BLOB — IS THAT SUPPOSED TO BE A BALL?
32%

■ HOOKABILITY ■
QUICK, PULL THE PLUG!
24%

■ LASTABILITY ■
DON'T PUT YOUR DOSH IN THIS BASKET.
30%

FORCE FACTOR 38%







AMERICAN TAG-TEAM WRESTLING



● All toget now: You put your left foot i your left foot out — yeeeow

● Zeppelin, £3.99 Cassette

Ladies and gentlemen, making his way down the aisle, weighing in at 11 stones 3 pebbles, the undefeated champion of very little — CHRIS 'PAPERWEIGHT' HAYWARD!

American wrestling's become quite a phenomenon in recent years, gaining a massive following on both sides of the pond. Little old ladies and spotty-faced youngsters make up the majority of supporters, all screaming and jeering as two blokes sweat, scream and jeer back.

The rules are straightforward; simply batter your fellow behemoth to the canvas then lie on top of him until the ref counts to three. When competing you have to make it *look* real, so if you've a strong talent in the theatrical arts you're halfway there already. Wrestlers also need a vast knowledge of holds and charades. What match would be complete without a figure-four leg lock (intertwining limbs), a brutal headlock (intertwining brain cells) and a piledriver (intertwining hemorrhoids)? Finally, you need your own style — a gimmick, a trait that sets you apart from other gap-toothed uglies. This could be a glittering cape, a pair of shades, or you could opt for a more obscure device like clutching a satchel of loganberries (that'd be my trademark anyway).

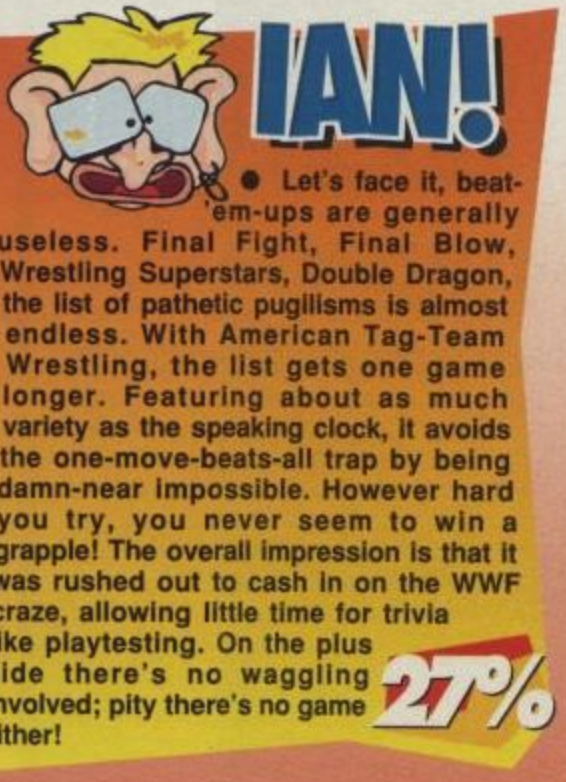
It's A Fix!

Being a tag-team game, you'd expect your tag partner to be on the ring apron, wouldn't you? Well, he ain't! You're only aware of his presence when you make the tag — the sprite crudely changes shape and colour and becomes the other fighter. How unsatisfying. The moves are very limited, with no special throws or skull-cracking kicks. In fact, the majority of the graphics; pardon me, *all* the graphics look like they're made of Duplo Bricks. Each wrestler appears identical apart from the colour of their hair and tights (which, incidentally, resemble a pair of 1940s football shorts). One brute's called 'The Hood' 'cos he wears a balaclava. Does he wear it when fighting? No, he dons the same garb as everyone else.

The strength of the combatan is displayed as an energy bar. You'd think a player could only be pinned if it's empty, but it doesn't seem to matter, especially when challenging the computer. It's just impossible to beat! When the fighters grapple, it's all down to who hits the fire button first — however quick you are you never seem to win. All you can do is sit back and watch your opponent smashing your head in and wining the three-count.

True tag-team fights usually see all four wrestlers in the ring, double teaming, corner-posts leaps and the like, but no such action occurs here. Wrestling's supposedly light-hearted and a bit of a chortle — laugh? I nearly did!

CHRIS! 28





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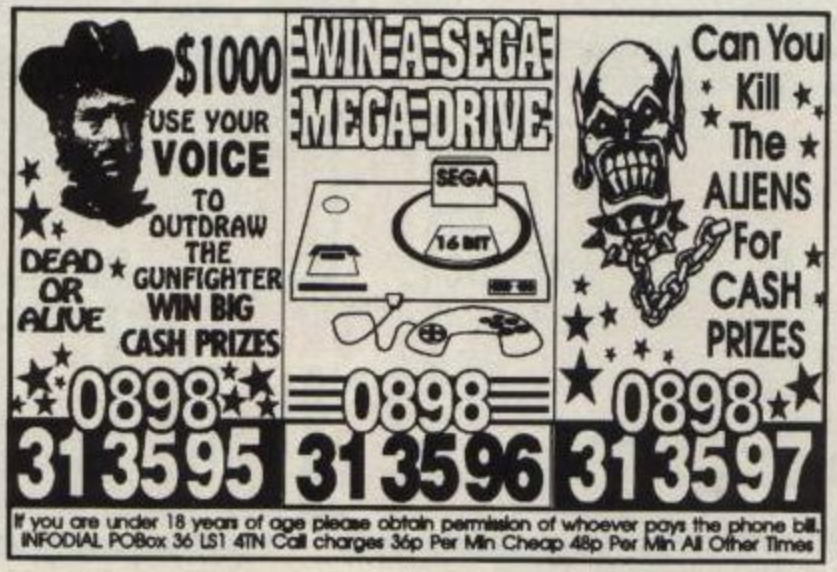
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HEROQUEST

● GBH Gold, £4.99 Cassette

Axes clash, swords are crossed, mighty spells are chanted in sepulchral voices, and... dice are rolled? IAN 'IN FOUR MINDS' OSBORNE checks out a role-playing game for the masses...



Right, let's get one thing clear right from the start. Although I've played the computer version to death on several formats, I haven't played the board game at all! I've no idea whether or not the program's (many) flaws are carry-overs from its table-top incarnation, and to be honest I don't really care — if the computer game's going to cut the mustard it has to stand on its own two feet, and if the programmers reproduced faults from the board game, that's their problem.

Now we've got that sorted, let's take a look at the game. *Heroquest* is a fairly standard computerised role-player, but where its stablemates are often bogged down with complex puzzles and character stats, *Heroquest* aims for simplicity and accessibility, creating an RPG for the masses.

You choose up to four characters (from a possible FOUR — there's no need to taylor your party to the quest in hand here, folks), an Elf, Wizard, Barbarian and Dwarf. The Barbarian and Dwarf are the best fighters, the Elf's not bad in a scrap and casts spells too, while the Wizard's the best at using magic but a lousy fighter who can't use certain weapons. There are four sets of three spells to choose from, the elf getting one set and the Wizard hogging the rest. These include combat and defense spells, Walk Through Rock, Sleep, Veil Of Mist, etc.

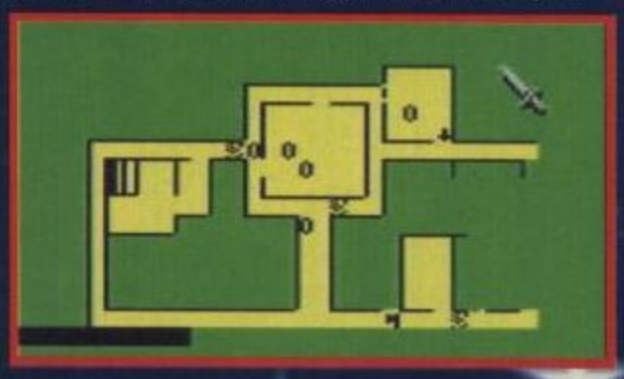
On starting a quest (there are 14 in all, which can be attempted in any order), each character gets two dice worth of movement points. You move your man by clicking the pointer on the dungeon floor, or using the arrows at the bottom-right of the screen. You can also fight (adjacent squares only for hand-held weapons, along any unobstructed line of fire with missiles) or search for concealed doors, treasure or traps. Accumulated treasure can be spent in the between-quests weapons shop.

As stated earlier, *Heroquest* is a game for everyone, not just hardened RPG'ers — gone are the endless reams of statistics and complex combat rules, and in their place is a simple-but-effective movement and combat system that's so easy your granny could understand it. Whether this is a boon or a blunder is largely a matter of opinion, but there's no getting away from the fact that *Heroquest* is seriously flawed.



Take The Flaw...

In the interests of simplicity, the programmers haven't included any means of passing objects from character to character (or even dropping them altogether!), so when a character upgrades his equipment he has to keep the old stuff too. Having a couple of warriors hobbling round with the entire contents of Albert Steptoe's tat wagon I can handle. Silly as it is, it doesn't interfere with the game, but when your Barbarian finds an object only the wizard can use or your elf lies dying while your dwarf has all his hits and two healing potions, it gets seriously annoying.







Although the other characters can splash out on bigger, better weapons (no levels of experience here, folks), the wizard (who can't use 'em) has no means of improving himself, and just collects coins like autumn leaves, knowing he can never spend them or pass them on. The monsters could be a little brighter, too — they're far too samey for their own good, and they don't actually move until you're in the same room. By firing your missile weapons through open doorways, you can wipe out loads of them without taking a hit!

All of the above, coupled with lousy graphics and an extremely clumsy menu system, make *Heroquest* something of a missed opportunity. It's a fun game and a great introduction to RPGs, but with a bit more spit and polish it could've been a whole lot better.



IAN! 69%

GALE WARNING



■ **PRESENTATION** ■ 85%
GOOD 'SAVE GAME' & AUTO-MAPPING, CLUMSY INTERFACE



■ **GRAPHICS** ■ 83%
I DIDN'T THINK IT LOOKED THIS BAD ON THE COMMODORE



■ **SOUND** ■ 60%
MINIMALISTIC BUT FUNCTIONAL — DOES ITS JOB



■ **HOOKABILITY** ■ 80%
LUCKILY, IT PLAYS A LOT BETTER THAN IT LOOKS



■ **LASTABILITY** ■ 75%
CAN'T PUT IT DOWN 'TIL YOU FINISH IT, IT'S A LITTLE EASY

FORCE FACTOR 74%



STEVE!

● **Seriously flawed but still eminently playable, *Heroquest*'s a bit of an enigma. With a little more thought and a lot more time, the programmers could've created the ultimate board game-conversion; a shame, but by no means a disaster.**

Pit-falls include the graphics (bleurgh!), cursor (awkward) and the fact you can't give items to other players (not even by dropping it and having someone else pick it up!). But the pros outweigh the cons and, despite its shortcomings, I still wouldn't hesitate to recommend it. If you're feeling masochistic you can always check out Gremlin's other board game jobbie, *Space Crusade*, to see how it should have been done...

79%

PIPEMANIA

Touchdown, £3.99 Cassette

Who'd be a plumber? Endless leaks (Steve), annoying drips (Chris) and persistent blockages (Ian). MILES 'HANDS ORF ME BALL-COCK' GUTTERY decided to do something about the COMMODORE FORCE irrigation problem once and for all...

Forget the Blob, commit memories of school semolina to the back of your mind and shove all thoughts about other formless ameoba-like horrors in a small tray with a sturdy lid. The flooze is here and it's seeping!

You are the unfortunate check-shirted handyman with the responsibility of constructing an unbroken pipeline to channel the ghastly gunk to safety. The game commences with the screen divided into a grid with a piece of pipe already in place — this is where the flooze starts. Additional segments of piping are dropped by a dispenser at the side of the screen. You have thirty seconds before the flooze starts to cruise, so get your construction under way without delay. Pipe segments appear in the dispenser at random, so it's important to plan several moves ahead to avoid getting yourself stuck. Unwanted pieces can be 'bombed' to make way for new sections, but this costs points. Extra point bonuses are obtained for five or more junctions in the network, but these require considerable forethought if you're to get it right. To complete a level you must successfully channel the flooze through a certain number of pipe sections (shown at the top of the screen). Any further sections simply boost your score.

Sophisticated Sewerage

As you progress through the levels, various hazards are thrown at you. These include sections of pipe already in place which cannot be bombed and blocks on which you can't place your pieces. Not all of these features are hindrances though, eg. a reservoir section slows the progress of the flooze. A level ends when the flooze reaches the end of the pipe and your score is totalled up. Points are deducted for sections of unused pipe, so it's quite possible to complete a level and end up with less points than you started with!

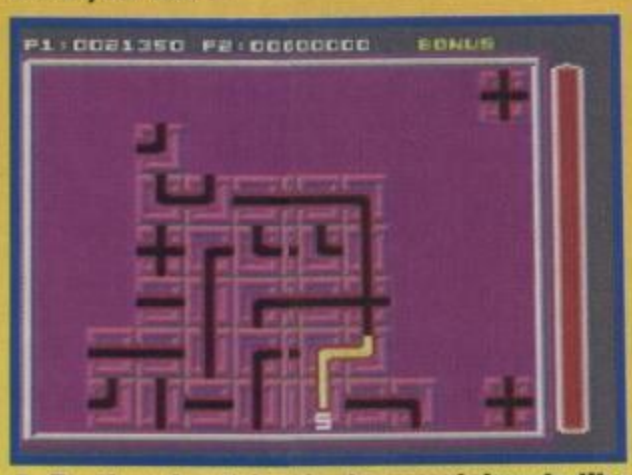
And there you have it — the unlikely basis for one of the most addictive games of recent times. Graphics are extremely basic yet entirely functional — it just doesn't matter when the playability is of this standard. The darn thing's so easy to play it's almost impossible to get frustrated, but then it's so challenging it keeps you up 'til the early hours. Bonus screens and a password every four levels tops it off perfectly.

If all this wasn't enough, I haven't even mentioned the two player mode yet! Here each player's given their own personal dispenser (cor!) and real co-operation is required to do well. If you're really cunning you can replace your opponents pieces when he's not looking to get a higher score. You must be really devious though otherwise you just end up bombing each others pieces willy-nilly and games become very short.

I can't begin to relate how or why *Pipemania*'s so appealing, it just is. Fab with one or two players. The only advice a humble reviewer can offer is go and hunt down a copy as soon as poss.



MILES! 92%



● **By thunder this looks suspiciously like one of those fabled bonus screens. Quick timing and accurate positioning is a must!**



● **Yellow, gooey and very very long. The sewage systems pay the price after a heavy session of advocaat binging.**

CHRIS!



● What an odd job title a plumber has, I mean, he has no involvement with cylindrical (usually dark red) fruits with a hard seed at all. Slopping green slush around in a pipe may not convince you of it's hookability, but believe me, Miles, and everyone else in the office, addictiveness is its main quality. The two-player mode is perfectly executed, each participant blowing the others pipes away to add a tube of their own and get all the points. It's unique, untouchable enjoyment... what more can I say? (Chris looks longfully into the heavens). Well, for addle-brained befuddlers no single-pipe game harnesses as much mind mesmerizing minutes of merriment. As puzzlers go, arrive and disperse its recommendable to the highest degree.

89%

GALE WARNING



■ PRESENTATION ■
NO FRILLS BUT GOOD PASSWORD SYSTEM
60%



■ GRAPHICS ■
LET THE GAME DO THE TALKING
63%



■ SOUND ■
LITTLE TUNELET STARTS EACH LEVEL, ODD GLOOP NOISES
70%



■ HOOKABILITY ■
HOLDS YOUR ATTENTION FOR HOURS AT A TIME
95%

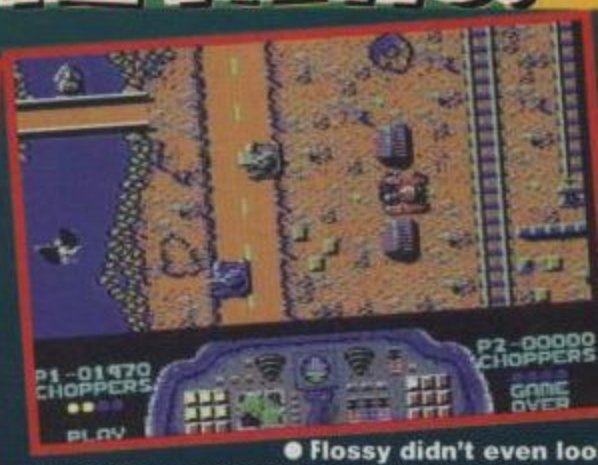


■ LASTABILITY ■
YOU'LL LOOK FORWARD TO RAINY NIGHTS INDOORS
90%

FORCE FACTOR 91%







● Flossy didn't even loo
up as the huge battle tank rumbled by...

GLADIATORS

● Alternative Software, £3.99 Cassette

Gladiators! The official conversion of the latest in sports entertainment? Nope, it's a regular shoot-'em-up. CHRIS 'OH, BUT JET'S SUCH A BABE' HAYWARD forgets his muscle talk and sticks to his guns...

As ace helicopter pilots go you're one of the aceiest (you're fired — Dep Ed). Your unrivalled air supremacy and steel-gutted bravery has earned you a place in the Gladiator Squadron — the cream of the best aerial tacticians congregate here, and you've already made a name for yourself thanks to your skill during various hell-bent conflicts.

Regular patrols over unconquered lands are part of the Gladiators rostra, and whilst scrutinising a rugged tundra one day a message crackles over the radio. The rasping noise is a frantic cry for help!

A series of small islands have been captured by unknown forces, who could prove to be a threat to all mankind. These once calm islands are of great strategic importance, so the Gladiators must wipe out the enemies hardware so the ground forces can move in. Freedom comes at a price, namely horrific warfare and bloodshed. Without thinking (or checking in your rear view mirror) you slam your 'copter into fifth gear and head out to blow the limbs off your unidentified opponents...

Hang Tough

Gladiators is yet another horizontal shoot-'em-up. It's just you, your chopper and one big army. The islands consist of eight sectors, where the only skills required are fast firing and bullet-dodging. Tanks, planes, missiles and boats all must be dealt with and there's only one way — shooting them, no less.

The bottom of the screen depicts the cockpit layout, with altitude dials and read-outs, though this is purely for visual entertainment. One gauge works however: a damage meter which depletes with each hit. If it reaches zero, it's bye bye to a life.

To distinguish itself from the current batch of shoot-em-ups, *Gladiators* should offer something quite memorable. Yet in comparison to other blasts it's only average. Faults lie not so much in the gameplay but in the plain, almost insipid graphics. The backdrops are virtually identical throughout, with barely any variation in colour. There's no contrast in the end-of-level enemies that materialise, and the power-ups are very un-powerful — I counted only one icon that upgraded the weaponry! Explosions are merely small puffs of smoke, and ravaging a runway of planes while they're on the ground is like watering an allotment; the craft abruptly turn green like rotting vegetation. As a rule end of level baddies are the best part in a shootie, but the same missile-firing helicopter appeared after every sector, only differing in the speed of its attack. The cockpit's a neat touch but quite useless if it can't be used. Seasoned blast addicts will soon accomplish the task at hand because the levels are few, the difficulty setting is hardly formidable and over all it's features don't poke out far enough.



CHRIS! 67%

MILES!

● Take *SWIV*, rotate it through 90 degrees, remove the jeep and you're left with *Gladiators*. The most marked difference between the two is that the non-stop blasting action of *SWIV* is far more satisfying. The action in *Gladiators* certainly gets furious, but poor sound effects and graphical 'sameyness' contrive to bring down a promising effort. The severe lack of power-ups is unforgivable and the end of level baddies, though hard to kill, are small and immensely feeble-looking. When you finish a section you want to see a 'WAAAH, WHAT THE £*@?' enemy who explodes spectacularly into thousands of pieces to a rousing fanfare from a well practised brass band, not an over-excited tadpole. Could (and should) have been better!

60%





PRESENTATION
SCENARIO-SETTING TEXT THAT FAILS TO ENCOURAGE
62%

GRAPHICS
HAZY SPRITES, LITTLE BACKGROUND VARIATION
65%

SOUND
WEEDY NUKE SOUNDS, ZERO MUSIC
66%

HOOKABILITY
EASY TO GET INTO, LIKE MOST SHOOTERS
67%

LASTABILITY
A TIME-PASSER WITH A LIMITED LIFESPAN
67%

FORCE FACTOR 64%

MAGIC RUFUS



● See the green thing? Well that's Rufus. Hang on! The whole screens green!

● Alternative Software, £3.99 Cassette

Droplets of perspiration glistened on her smooth pale brow as she ran her slender fingers softly through his blonde locks, and her breathing became almost imperceptibly quicker. Unfortunately,



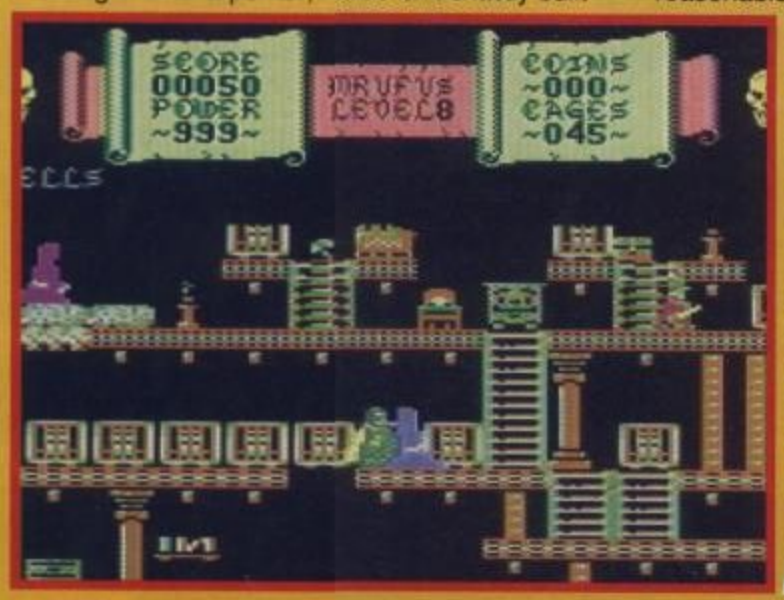
MILES 'WORKAHOLIC' GUTTERY had to review Alternative's latest release...

Rufus is a green, pot-bellied creature of debatable gender. He lives in the enchanted land of Atwicky, a pleasant place indeed. Pleasant, that is, until all it's inhabitants were captured and imprisoned by a couple of very unpleasant witches. Rufus was the only one who evaded the gruesome twosome and now must save his incarcerated friends by finding and unlocking the cages strewn about the game's eight levels. The witches, aware that Rufus is still at (very) large, anticipated his daring rescue attempt and left dozens of nasty demons, vicious Vikings and mad monks patrolling Atwicky's many platforms. To complete a level, open all the cages then make your way to the exit.

Being a bit of a porker, Rufus isn't exactly built for daring rescue attempts and would have an impossible task on his hands were it not for the various objects and spells he happens across on his travels. The most important item he must find is the (single) key which opens the cages on each level. Other goodies include air spells which allow our intrepid hero to breathe under water and a selection of weapons for dealing with the demons. Most can be despatched quite easily with any weapon at hand, but some are more powerful than others. For instance, Vikings can only be killed by the axe or with fire. The weapons are (from least to most powerful) spear, zap (!?), axe and fire. Beware though — the baddies are only out of action temporarily! If any of the nasties get the better of ol' Rufus, magic mushrooms collected along the way will top up his energy. Very useful.

Wipe The Flaw With It...

With it's cutesy main sprite and simple platform-leaping antics, *Magic Rufus* could easily have been a fairly jolly affair, able to hold it's head at least at medium height among the current crop of original budget titles. Unfortunately it's got more flaws than an episode of *Neighbours*. Take character movement — man, is it lethargic! Rufus lumbers around like he's just eaten 12 fried horses. You'd hardly guess he was being pursued by denizens of the underworld. To make matters worse, his 'leaps' are in fact little more than half-hearted skips making moving between platforms ridiculously tricky. One false move and you find yourself plummeting right to the bottom of the chasm you just spent ten minutes climbing out of. As he can't change direction in mid-air, to leap onto a platform Rufus must be standing a reasonable distance away. This makes climbing steps infuriatingly tricky. Jump onto step, turn around, walk to edge of it, turn back around, jump onto next step, and so on.



Graphics hardly change at all in general appearance from level to level, making progress tremendously unrewarding. You'd at least expect a change of scenery after slogging through such drabness. In short, I wouldn't recommend *Magic Rufus* to anyone I might want a favour off in the future!



MILES! 42%

CHRIS!



● In a world full of wizards and witches, the last person you'd expect to carry out heroics is Rufus. He's such an unsightly fellow. And predictably, the broad-bellied one's good deeds don't make for a good platformer, no siree! Several factors help dig its grave, the main culprit being the controls. It's so unresponsive. Having to make constant adjustments before jumping a gap of one millimetre is unbelievable. The game needs a complete reconstruction. Every level is graphically identical apart from the mix of two clashing colours which churns the stomach on sight, and as for the difficulty level, woah there! Talk about aggravating. It's terribly worn and jaded, as if nobody bothered to playtest the thing at all. Liberating an encaged populous has never been such a laborious toil. Miss it and you'll be highly delighted.

30%

GALE WARNING





■ PRESENTATION ■ POOR INTRO, MINIMAL ANIMATION — 55%

■ GRAPHICS ■ OK AT FIRST GLANCE BUT LITTLE VARIATION — 54%

■ SOUND ■ ANNOYING DITTY THAT SOON GRATES — 40%

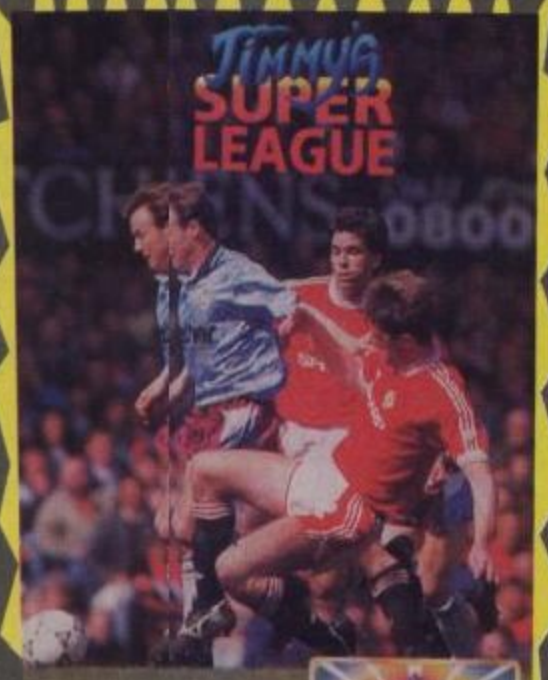
■ HOOKABILITY ■ GLITCHES QUICKLY BECOME ALL TOO APPARENT — 58%

■ LASTABILITY ■ TEDIOUS, TIRESOME, TRUMPET AND BRINE — 30%

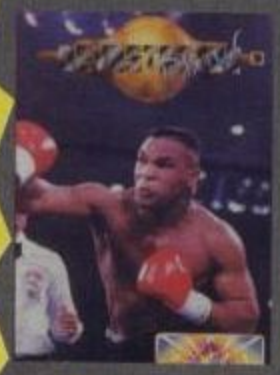
FORCE FACTOR 36%

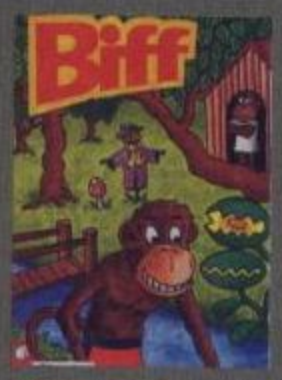
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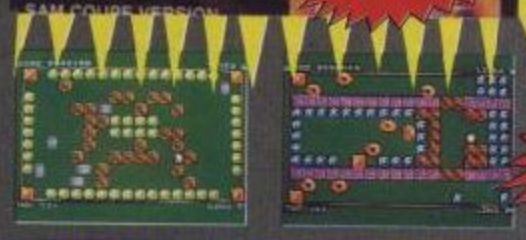




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PIT-FIGHTER

● Hit Squad, £3.99 Cassette

Thwack! Smack! Pow! CHRIS 'CESS PIT' HAYWARD gets his kicks by rolling in the dirt, pursued by evil, leather clad women intent on doing him bodily harm. Hey, he's only human!







● Why is it tough guys always have such daft names. Ty, Buzz, Kato, Miles, etc



MILES!

● The big selling point of this otherwise 'been there, seen that, done that' coin-op was it's graphics. Digitised from animated piccies of real people, the arcade version was stunning to look at but somewhat less so to play. Obviously the C64 version had to dispense with the graphics and consequently we are left with an an uninspired and uninspiring fight game, incorporating unresponsive controls and very dozy opponents. Dash out and buy this immediately, but only if you're a mad lobster!

48%

'Go 'un son. Nip darn tut shop and get 'ovis loaf wills ya. I'll put tut pigeons in tut loft and 'ed off darnt pit.'

Sadly, that was the last sentence that Alf Ferreterrier murmured one typical working man's day. Not only was there another strike at the local mine, but a group of big burly wrestlers had marched in and started stomping on each others intestines. Poor Alf stumbled into the brutal fight, and was just going to complain to the management about working conditions when a barrel was bounced off his cranium, knocking him stone dead. Of course this travesty was ignored by the remaining participants because in the savage 'sport' known as *Pit-Fighter*, the winner's the person who retains most of their blood and remains standing.

Pit Your Wits...

Before stepping into the gore-stained arena to dislodge your opponents bones, you (and a friend if you wish) select one of three rugged combatants. Unfortunately Alf isn't one of them as he's an imaginary person I invented purely to make the introduction a little novel. The boisterous brutes each have their own fighting style and unique Christian names. For instance there's Buzz, a big wrestler who (as well as having an appalling scent of onions) likes hoisting felons over his head and slamming then down again. Kato dabbles in kickboxing and can't resist breaking someone's spine with a flipkick now and then, but Ty is a more reserved fellow. Modestly putting his thoughts of karate championships to the back of his mind, he took up freelance gardening. The old memories of brain-spilling refused to go away, so he stepped back into the pit for a good old punch-up.

When in the battleground you pile into the meanest of foes, huge masked marauders, bare-chested knuckleheads and whip-wielding women. Punch, kick, and throw every bad body around (even your optional partner if you want a laugh) to gain the all-important necessity of life; money! Extra energy is gained in the form of power pills which are scattered around every so often. It's these replenishments that help keep your player on his toes. Two players compete in a grudge match after every three fights, the first to bash the other down three times receiving a cash bonus. Being a ferocious, callous sort, money means everything. You can afford big mansions, swimming pools, private jets and even a bandage for your bruised ribs.

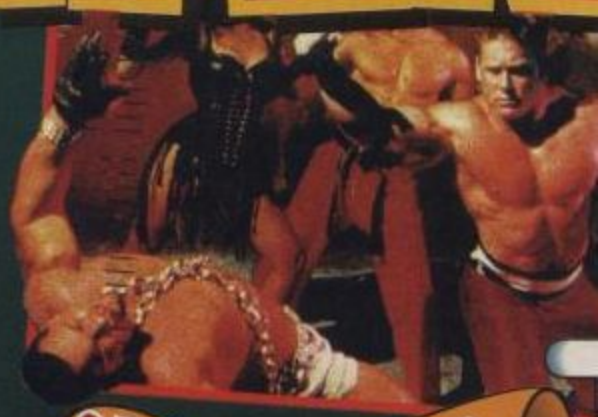


Fighting Chance

I was never a fan of the arcade version of *Pit-Fighter*. Unlike the majority of coin-up addicts, I thought the digitised graphics moved very sluggishly with the brawling becoming all-too dismal. The graphics are captured brilliantly — they're not digitised but they're without doubt very sluggish! The computer opponents casually stroll in one at a time to receive a hard kicking which makes for a very tedious, drawn out beat-'em-up. Granted, the two player punch action is sufferable if only on the strength of the grudge matches, but altogether it doesn't capture the essence of the hailed coin-op... if there was anything to hail in the first place that is!



CHRIS! 66%







■ PRESENTATION ■ CHOICE OF FIGHTERS AND TWO-PLAYER PARTICIPATION — 66%

■ GRAPHICS ■ A DEFINITE BROWN THEME, DOLLOPY SPRITES. — 57%

■ SOUND ■ FAVOURABLE TINKLES, FEW EFFECTS — 67%

■ HOOKABILITY ■ SMASHING BRAINLESS HEADS SOON GRATES... — 67%

■ LASTABILITY ■ ...AND UN-CHALLENGING OPPONENTS BORE. — 63%

FORCE FACTOR 57%

BANGKOK KNIGHTS

THE LAST NINJA

Can it be true, two games for a mere £4.99? Is it double the fun or just twice as infuriating? MILES 'DOUBLE OR NOTHING' GUTTERY was the only guy prepared to turn Japanese...



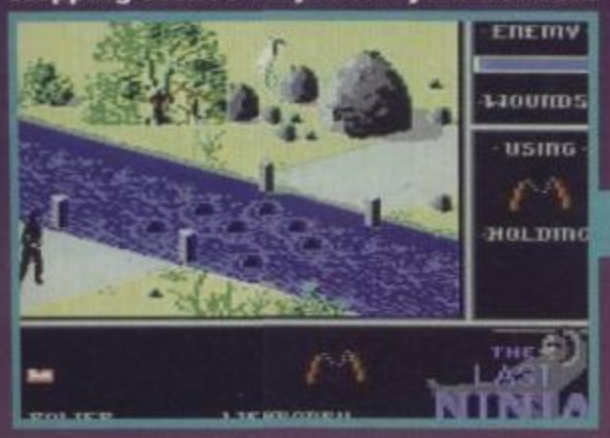
THE LAST NINJA



In a mystical oriental land, the evil Shogun and his Samurai warriors live extravagantly and rule with an iron fist. The powerful Shogun fears only one thing — the great Ninjutsu brotherhood. Formed centuries earlier, they're the only people who can oppose him. More than anything else, he craves the knowledge and secrets of the Ninja.

Once a year all Ninjas visit the isle of Lin Fen to pay homage at the shrine of the White Ninja. Realising this is when the Ninjutsu are most vulnerable, the Shogun used his powers of evil against the gathered Ninjas, who were wiped out in the resulting slaughter.

● The last ninja to attempt this tricky river crossing took an early bath — stepping stones may break your bones...





● Not exactly the Ed's idea of a decent night out in bustling Bangkok...



All except one — Armakuni wasn't allowed to go to Lin Fen. Instead he had to stay at home and guard the Bunkinkan shrine (maybe he was naughty and refused to eat his greens. I don't blame him, those environmentalists always leave a funny taste in the mouth). Having survived the holocaust of his comrades, Armakuni (the last ninja) swore to avenge them.

As Armakuni (surprise surprise), you must hack your way through six levels and 150 screens of ninja arcade-adventure antics in search of revenge. Move around each of the 3D screens, killing enemies and collecting useful objects and weapons, eventually making your way to the Shogun's inner sanctum.

The graphics were showered with praise when it first appeared. Five years on (has it been that long?) they don't have quite the same effect, but still look very good. Gameplay, however, has dated somewhat and tricky joystick control makes progress a little stunted. Despite these gripes, *The Last Ninja* still deserves a place in your software collection. After all, it was good enough to spawn two excellent sequels!

80%



BANGKOK KNIGHTS

Thai Boxing is one of the most brutal contact sports in the world — anything goes in this barbaric spectacle. The greatest Thai Boxers in the world are (in the game at least) the Bangkok Knights, formidable adversaries indeed.

You play a humble peasant from Thailand whose dream is to share in their glory. Of course you can't just go waltzing into the great Lumpini stadium straight away, you must first prove yourself worthy of the honour. Your first bout takes place in your own village where you learn the rudiments of the sport — succeed here and you're ready to mix it with tougher opponents on the Bangkok streets. Be sure to sharpen up your skills for the challenges to come! If you survive you get to take on the Knights themselves; win, and fame and fortune is yours.

If success in Thai Boxing is this easy to achieve, then someone please get me some boxing gloves! I completed the game on my first attempt, within twenty minutes of loading. It takes a couple of bouts to work out the techniques, but after that none of the computer opponents prese a problem.

As a two-player game this is one of the best beat-'em-ups around. Large, well animated sprites, 8-way scrolling, responsive controls and good array of moves mean that some very satisfying brawls can be achieved. Pity it's so bloomin' easy on your own!

85%



Multi-title budget releases should usually be treated with caution. I'm happy to say this is not the case with this one. These excellent games would be worthy purchases on their own, but together they're a 'must buy'!

FORCE FACTOR 89%

TERMINATOR 2

● Hit Squad, £3.99 Cassette



A Terminator review means plenty of pathetic gags and clichés. CHRIS 'I'LL BE BACK, FRONT AND UPSIDE DOWN' HAYWARD says 'Hasta La Vista Baby' while checking a street cred guide to find out what it means...

Hollywood's visions of the future never hold much hope for the human race. Dark, dismal and horrifically corrupt cities have potential only for the warped and unjust. These pessimistic predictions make superb sci-fi movie scripts — who could forget the sinister settings in movie classics *Blade Runner*, *Escape From New York*, *Hardware* and, of course, the effect-laden *Terminator 2*?

The Commodore interpretation of the famed movie consists of nine levels and four differing gamestyles. The first is a beat-'em-up confrontation, with chunky Arnold swapping punches with the T-1000. You have several 'punch' and 'kick' tactics with which to thwack the evil metallic one until his energy runs dry. This gamestyle is repeated on levels Five and Eight. Level Two sits the Terminator and John Connor on a rugged Harley Davidson, pelting up a vertically-scrolling storm drain with the T-1000 (complete with juggernaut) hot on their heels. Only by avoiding all roadside objects and reaching a low-level bridge can you elude the ardent artic. A later level boasts highly similar gameplay, but with Arnie and company dodging a helicopter while driving a security van — *plus ca change!* Made of metal though he is, the Terminator can only take so much damage, so watch your energy bar.

Uzi 9mm...

In parts Three and Six you must repair Arnold's now-battered body. This is achieved by reconstructing the 'ard one's face and wrist to its original form via a couple of neat little puzzle games. Played against the clock, the bigger percentage of puzzle solved, the higher your energy bar's increased.

Mental Institutions are like maximum security prisons, and in Level Four poor Sarah Connor has the daunting task of escaping from one, armed with just a broomstick! Only by locating the correct route from the maze of lifts and doors (and beating up the prowling doctors) can you break free. Part Seven is similar, but has Arnold pegging around Cyberdyne Laboratories armed with an Uzi and taking on a large SWAT team.

Surviving all nine levels is essential. If you fail in your bid to stop the T-1000, There'll be no one to mash the metal muthas into the ground after the impending apocalypse, but then I'm sure you've all seen the film and know all this anyway.

Android Antics

The presentation on *T2*'s very commendable. The introduction and between-level screens are excellent, being both atmospheric and graphically sound. It's always pleasing to see an entire game formed of varied levels, but it's also kind of risky as in most cases some levels are great while others leave a lot to be desired. This syndrome applies to *T2*, except none of the levels are up to much, the beat-'em-up screens are well below par with only a simple selection of moves on offer, and the driving scenes are appalling. In the film the T-1000 could stretch and mutate his limbs, but this is virtually ignored in the game. I thought this idea had lots of potential, but obviously the programmers didn't think the accuracy of the conversion was of any importance. The graphics look nothing like their movie counterparts, especially Sarah Connor's — where's the girl's nose? The scrolling road levels require no skill; just memorise the course layout so you don't crash. The puzzle sections are good, but only for a few goes — you soon adopt an apathetic attitude toward gaining energy, and the real terminator of play is the supply of lives. Just one. Yes, only one life throughout, with no continues, no credits, nothing. If it was easier it would help, but days of practice are needed to get past Level Two alone, and dying after completing a tough section is nothing short of frustrating. It's worth your attention, but it's difficulty makes it a 'load it' or 'leave it' game.



CHRIS! 67%



MILES!

● Am I the only one in the world who thought *T2* (the movie) was a bit of a let-down? The first film blew it out of the water! Equally well received at the time was Ocean's computer interpretation, but again I can't quite see why. Okay, so the presentation's outstanding, but the game sections are uniformly unimpressive.

The mix of maze, racing, puzzle and beat-'em-up elements is a good one, but none have been implemented to anywhere near their fullest. At full price *T2* was far too dear for what it offered, but did well on the strength of the license. 'I'll be back!', screamed the packaging, and now it is — on budget re-release. With the kerfuffle generated by the film having died down, however, it struggles to find favour as a stand-alone game. Not dire, just not very good.

60%



● Arnie and the terrible T-1000 take a break from fighting in order to practice their jiving — whoa yeah, let's dance!

GALE WARNING





■ PRESENTATION ■ BEAUTIFUL INTRO AND BETWEEN-LEVEL SHOTS — 87%

■ GRAPHICS ■ DON'T EXPECT ANY STUNNING FILM VISUALS — 60%

■ SOUND ■ MUSIC'S A HUM AND THE FX ARE PLAIN HUM-DRUM — 57%

■ HOOKABILITY ■ ADDICTIVE UNTIL YOU ENCOUNTER A TRICKY BIT — 69%

■ LASTABILITY ■ 'I'LL BE BACK' SCREAMS ARNIE — I DOUBT IT... — 67%

FORCE FACTOR 64%

SPITFIRE 40
STRIKE FORCE HARRIER

Tally ho, and chocks away! Reach for the skies, look out for your kite and beware of the Hun in the sun. Flight sims come and go, but aeroplane clichés never change, as IAN 'BIGGLES' OSBORNE discovers...

● Again Again, £4.99 Cassette

You don't see too many flight sims on the good old C64 nowadays. Plenty of platformers, budget blasters, arcade adventures and dud film licenses, but serious simulations are remarkably thin on the ground. If you've already read our ace feature (and if not, why not?) you'll know some of the aviation antics of the past scorched home with flying colours, but what about these two?

SPITFIRE 40

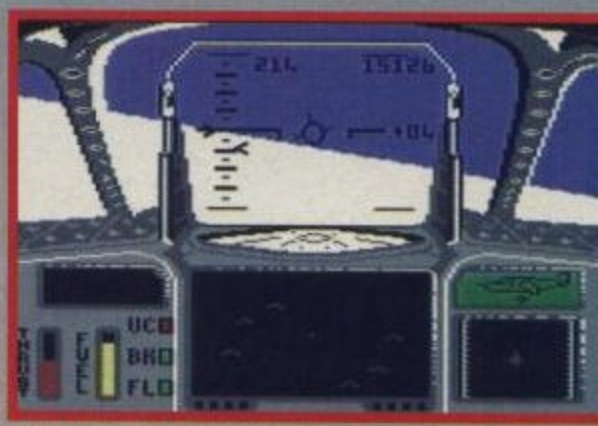
There's a lot to be said for games featuring older kites. No guided missiles, no radar scanners, no chaff to release when the going gets hot — just good, honest dogfighting. *Spitfire 40* almost makes the grade, but (like it's aeronautic inspiration) is showing its age performance-wise.

As you can see from the screenshots, the graphics are basic to say the least. What you can't see, though, is the update — it's slower than a Sinclair C5 with a flat battery! This makes it difficult not to oversteer, as you end up centring the joystick before the screen's finished updating. Worse still, there's no time accelerator, so flying from A to B takes ages — get that kettle on, you'll need it! Having separate screens for cockpit and control panel views is a little odd, too.

On the 'plus' side the flight mechanics are pretty good, but while winging my way through an empty sky like an elephant on a pogo stick I couldn't help wishing I was playing one of the better flight sims from this month's feature.

40%





STRIKE FORCE HARRIER

● **Look out! Bandits are coming at two o' clock, yikes! Pretend we're not in!**



Now this is more like it — a lot more care and attention has been lavished on *Strike Force Harrier*, and it shows.

Set in war-torn Central Europe (before the Sovi Bloc collapsed), your task is to take out the Warsa Pact HQ deep in occupied Germany. Graphics are crisp and clear — the ground's a little sparse, but too much detail would kill the frame update.

I never understand how some reviewers can make categorical statements about a plane's realism. Personally I've never flown a Harrier so can't be certain regarding its handling qualities, but it feels reasonable enough to me. The controls are a little heavy (the Harrier Jump-Jet' supposed to be one of the world's most manoeuvrable planes after all), but given the limitations of the home computer it doesn't do a bad job.

Like most complex sims, you need to persevere if you're to master the controls (this isn't *G-LOC* after all), but if you're prepared to stick at it you should find it quite rewarding. There are better flight sims on the C64 (if you can find 'em!), but *Strike Force Harrier*'s a worthy purchase in its own right.

70%









1	Fuel	6	Revs
2	Flaps	7	Landing Gear/Brake
3	Airspeed Indicator	8	Oil
4	Artificial Horizon	9	Compass
5	Vertical Speed Indicator	10	Rudder Indicator
		11	Pitch Indicator

SPITFIRE 40 COCKPIT CONTROLS

Neither of the games on offer are particularly outstanding, but look at the price! Personall I'd rather pay the extra and get a really good sim (you'll be playing it for ages after all) but the choice isyours.

FORCE FACTOR 68%

EMLYN HUGHES INTERNATIONAL SOCCER

● Touchdown, £3.99 Cassette



Today's special guest is that squeaky bloke who used to be on *A Question Of Sport*. Is the game that bears his name worthy of a place in the first team, or will it end up in the reserves? MILES 'DAVID COLEMAN'S CHUNKY SWEATER' GUTTERY is asking the questions...

Emlyn Hughes... 'I know it, I know it, I know it — no, it's gone!' I really can't remember what he did for a living before becoming a *Question Of Sport* celebrity — perhaps this game will give me a few clues. Oh yes, *Emlyn Hughes International Soccer*. He programmed C64 sports sims! *EHIS* is one of the most celebrated soccer games ever to hit the Commodore, but (unlike *A Question of Sport*) has it stood the test of time?

After loading, the first thing that hits you is the number of options available, accessed via a series of pull-down menus. Almost every aspect of the game can be tweaked. Match duration can be anything from a minute each way to a full (real-time) 90-minute match. You can even have two players teaming up against the computer, making real teamwork essential. There are ten skill levels on offer, so you won't whop the computer for some time.

You can change the colour of team strips, pitch markings and even the playing surface itself. It's advisable to go for green on the latter, as a red pitch is a garish eyesore.

It's A Game Of Two Halves...

There are eight teams, any number of which can be human-controlled. Also, all team and player names and individual skills can be changed to suit your requirements. When you're satisfied with these, you choose the kind of match you want. Play a friendly, start a league (and choose the teams to be involved), go for a cup competition or begin a full season with home and away matches and a cup included. There's even a save game option.

A management element is also present, so you must rest your best players from time to time as they pick up knocks at quite an alarming rate.

With its wealth of customisable features, *Emlyn* is one of the best-presented footy games around. With its easy-to-use menus there's hardly an aspect of the game you can't adjust.

But, alas, even *EHIS* has its faults — this is the bit I've been putting off for the last couple of paragraphs. Call me a bluff old party pooper if you like, but in my humble opinion it's a tad overrated. Sluggish movement and unresponsive controls can be off-putting at first. Keep at it, though, and your patience is rewarded — unlike many football games it's actually possible to string together passing movements rather than just hitting and hoping. This makes play a lot more satisfying when mastered.

Looking not unlike the ancient *International Soccer*, *EHIS* is a far more sophisticated game with plenty of kick strengths and directions available. It's probably the most realistic simulation of the sport on the C64, but it's not a game that will appeal to every-one.



MILES! 70%



● "For two points then, Emlyn, can you identify the goal-scorer...?" "Er, hee hee!"



CHRIS!



● I can't say I've seen one really good footy game on the 'dore yet. Just because *Emlyn Hughes* is better than most, it doesn't mean it's a good release. Originally it revelled in praise, earning 90%-plus in some mags, but in my opinion it's unworthy of the acclaim. True, there's an abundance of options to wade through, but the gameplay's a messy blotch on the programmer's curriculum vitae. Controlling player is really tricky and I totally disagree with Miles concerning passing shots, and scoring goals is nothing more than a lurching shuffle. The 'keepers roll across the grass and fail to stand up correctly, allowing the forward to walk the ball over the line. If you're a fanatic about the game, then you can't go far wrong with the half-tolerable *Microprose Soccer* — it's not fantastic, but it surpasses this barren charade.

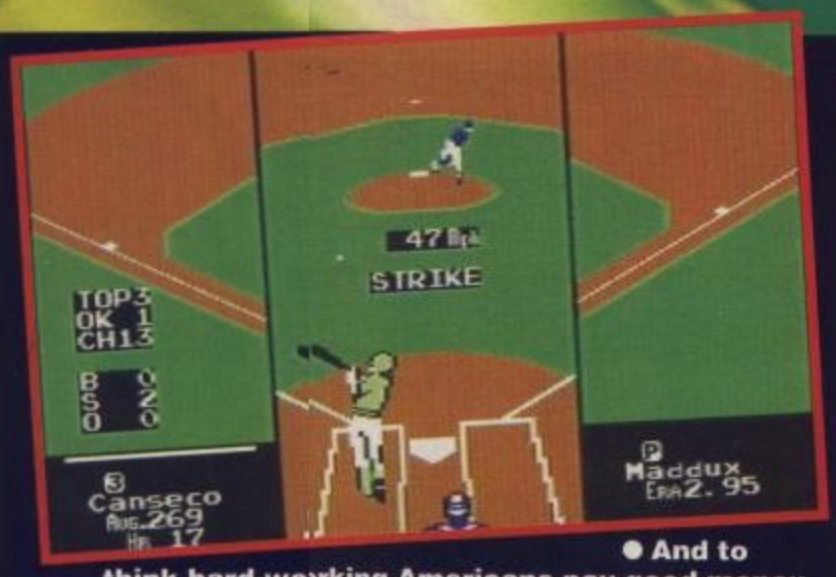
46%

GALE WARNING



PRESENTATION	ALL THE OPTIONS YOU COULD EVER WISH FOR — 93%
GRAPHICS	BIG BLOCKY AND SLUGGISH SPRITES, BUT THEY WORK — 55%
SOUND	DULL TUNE, SO-SO CROWD NOISES — 42%
HOOKABILITY	PLENTY TO FIDDLE WITH, BUT INITIALLY FRUSTRATING — 64%
LASTABILITY	FOOTBALL RATHER THAN ARCADE KICK-ABOUTS — 80%

FORCE FACTOR 58%







● And to think hard-working Americans pay good money to watch this! They must be completely batty...

RBI 2

● Hit Squad, £3.99 Cassette

The WORLD Series? Where, pray tell, are the foreign teams? CHRIS 'BLIND PATRIOT' HAYWARD tucks his trousers into his socks, puts his hat on sideways, climbs onto a mound then apologises to the mole...

Mixed rounders was always a firm favorite in school PE classes. Not only could you smash the ball off the field and into the garden next door, but you could also chat up your favourite girl on second post. Muck up the rules, dress like a morris dancer and take away the women (killjoys) and you're left with baseball.

The sport consists of two teams amassing points by sprinting round four bases, scores being awarded for getting back to home base. Like cricket, one team fields and the other bats, swapping over when the batting team are all out.

The screen's divided into three vertical strips, the middle section being a behind-the-batting square view, showing the current batsman with the pitcher in front of him. Shots of the other two bases are displayed either side. Should your batsman hit the ball, the viewpoint changes, showing the entire stadium, and follows the ball trajectory with a small diagram of base positions inset. There are three ways in which the fielding side can dismiss a batsman or runner:

1. Causing the batsman to miss the ball three times.
2. Catching the ball before it hits the ground.
3. Getting the ball to a base before a runner.

Head-Scratchin' Ball Bashing

To safeguard a winning score you have several time-outs, used to stop the clock and change team members — this is of a high strategic importance because pitchers tire after constant ball-bunging, and feeble throws of 30mph don't do your team any credit.

This isn't as difficult as it sounds. If you're unsure of the scoring system, or anything else to do with baseball, no worries — playing *RBI 2* is a doddle. Actually hitting the ball takes practice, but that's half the fun. It's quite an achievement walloping a ball into the crowd for a home run, even if the ceremonial fireworks are just a few paltry pixels. There are lots of features to find and explore, such as stealing bases and making substitutions at the right time.

In comparison to the all-time classic *Hardball*, *RBI 2* fares quite well. True, it hasn't got the depth of options and, while the graphics are functional the sound's pretty awful... but it's a lot easier to get into and understand. I found actually smacking the ball a lot easier than in the aforementioned game, which in my book makes it more enjoyable. Both one and two-player matches provide hours of bat-swinging fun for both fans of the sport and seasoned 64ers alike.



CHRIS! 89%

MILES!



● Swinging a hefty wooden stick at a ball travelling at almost 100mph has never really caught on over here. Perhaps for this reason it's a bit of a neglected subject as far as computer games are concerned. Stateside, though, baseball is a big deal indeed.

The excellent *Hardball* with all its management options and great player animation has always been the one to beat and I'm sorry to say *RBI 2* falls short of the mark. Because it's easier to play it seems rather good at first, but things are a little too shallow and simplistic to keep you swinging for long. An okay stab, but it wouldn't make the World Series due to serious weaknesses in key positions.

68%

GALE WARNING





■ PRESENTATION ■
LARGE SELECTION OF OPTIONS AND STATISTICS GALORE
89%

■ GRAPHICS ■
BASIC, BUT RATHER FUNCTIONAL
77%

■ SOUND ■
POOR, UNREALISTIC SWISHES AND SWIPES
30%

■ HOOKABILITY ■
GETS EASIER WITH EVERY PLAY
85%

■ LASTABILITY ■
SHOULD STAND THE TEST OF TIME REASONABLY WELL
84%

FORCE FACTOR 79%

SMAS

Who says variety is the spice of life? The Codies obviously do, as they've released sixteen of their older arcade bashes on one mountainous compilation — so what's the COMMODORE FORCE judgement? The court is now in session, with MILES 'BARMY WIG' GUTTERY presiding...

● **CodeMasters, £14.99 Cassette**

GUARDIAN ANGEL

First impressions of this horizontally-scrolling beat-em-up aren't very good, but after a few plays an *exceptionally* poor game is revealed. The shaded monochrome graphics look frighteningly Spectrumesque, and most baddies are easily despatched, lulling you into a false sense of security — when you're set upon by about six of the gits escape is nigh-on impossible. Frustrating? Yes! Later on rogue fork-lifts and chainsaw-wielding maniacs join the action, though personally I'd stay at home.

48%

KAMIKAZE

At last — a shoot-'em-up where the aim's to crash! I'm a natural... Typically cheap and cheerful, the idea is to fly over a building where hostages are held and crash into it so they can escape, avoiding or shooting enemies on the way. The game is full of humorous touches, eg when you shoot a paratrooper he hovers in mid-air flapping his arms before plummeting to his death. Simple, colourful fun!

85%

MIG 29

Who said '*Afterburner rip-off*?' Well it couldn't be any worse than the official conversion, could it? In a word, NO, but it's still not much cop. Endless, samey baddies, constant fire-and-dodge gameplay... enthralling it isn't.

Control's a bit dodgy too. Pulling back on the joystick causes you to dive while pushing forward's a climb. Most illogical, Captain. Play it once, and that's enough.

35%



● **MIG 29 — Not the most enterprising of arcade flyers, but at least it's better than the hideous *Afterburner*.**

SAS COMBAT SIMULATOR

A-ha, a simulator. Tactical decisions, many and varied missions, complex strategic manoeuvres carried out with pin-point accuracy in order to attain success... unfortunately no, it's an inferior *Commando/Ikari Warriors* clone. Take the role of a lone soldier yomping across miles of enemy terrain, pumping lead into myriads of incredibly dense enemies — not the best example of the genre, but you can get some fun out of it.

62%

SUPER HERO

After the fabled *Head Over Heels* the isometric 3D gamestyle should have been laid to rest, so definitive was that game. Undaunted, CodeMasters tried to surpass it. They failed.

30%

SKY HIGH STUNTMAN

Become a stuntman on a movie set, battling through four action-packed sequences in various flying machines.

This is a very basic vertically-scrolling shooter, the only variety provided by controlling a different flying machine on each level. For example, on level two you man a hot air balloon. You've no control over movement direction, you move a cursor to aim bombs instead. This leads to countless unavoidable deaths and the reset switch begins to look very inviting.

35%

KGB SUPER SPY

You're a spy with a daring rescue mission — pi a helicopter and liberate captured scientists. Th chopper whizzes round so fast it's impossible to anticipate the baddies, so you just plough throu regardless. Combine this with feeble, samey an completely uninteractive backdrops, below average sound and a near-absence of things to do and you're left with a total rabbits-dropping of a game. At least rabbits droppings are biodegradable. *Super Spy*? Pah!

40%





● **GUARDIAN ANGEL — The Codies could've made a great beat-'em-up with ace graphics and animation, but they 'blue' it!**



1 16

SUPER ROBIN HOOD

Jump traps, traverse platforms, negotiate mazes, collect keys and rescue Maid Marion. Not to be confused with the infinitely superior *Robin Hood — Legend Quest* (also by CodeMasters), *Super Robin Hood* is packed with shoddy graphics, dodgy animation and annoying programming glitches. Robin hardly falls any distance without draining his energy, and he can't even perform a vertical jump. Even so, ardent mapping fanatics might (possibly) gleen something from it...

58%



● **SUPER ROBIN HOOD — Have you noticed how games with 'super' in the title always turn out to be trash?**

GHOST HUNTER

This slow and boring platform effort looks like it was programmed eight years ago. Take control of Hunk Studbuckle (!?), running and jumping around the screens collecting potions, and rescue your trapped brother. Tuppenny game, tuppenny quality!

49%

POLTERGEIST

As straightforward shoot-'em-ups go, *Poltergeist*'s not too bad. With so many turkeys on this compilation, its impressive speed, plethora of things to shoot and (of course) those all-important collectable power-ups make it an alright blast.

67%

LASER FORCE

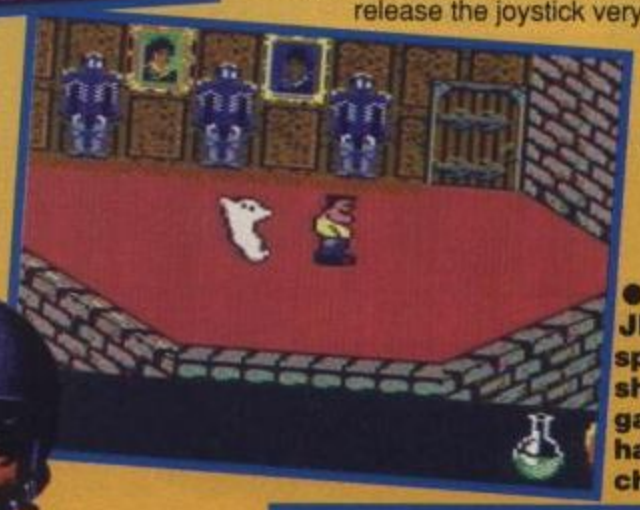
Varied sections and a good range of difficulty levels make this a rather good vertical scroller, with *Moon Cresta*-style docking sequences thrown in for good measure. At last — could things be improving? Intrepidly, we delve still deeper into this compilation with renewed hope...

75%

FRANKENSTEIN JNR

Become Doc Frankenstein's son and attempt to bring his famous monster to life. Franky Jnr moves around a 3D maze representing the castle and surrounding graveyards, collecting objects required for his experiment. Occasionally keys turn up and unlock various doors, giving access to previously unexplored areas. Not a bad game, but with only one life it can be frustrating. Also, when you leave a room through a door at the bottom of the screen you appear in the next room still at the bottom of the screen — this means if you don't release the joystick very quickly you find yourself back where you started. Needs patience!

78%



● **FRANKENSTEIN JNR — Can ugly sprites and yellow shirts make a good game? This one hasn't a ghost of a chance!**



TERRA COGNITA

A vertical scrolly blaster with very little to blast. Basically all you have to do is memorise which bits of the landscape you can fly over and those which you can't. Very poor!

29%

SUPER G-MAN

A cross between those old classics *Thrust* and *Lunar Jetman* adequately describes *Super G-Man.* Unfortunately it's not as good as either. As a stand-alone game it has no chance, as a filler on a compilation there's still no excuse for it!

36%

NINJA MASSACRE

Having seen the title and read the inlay blurb you'd be forgiven for expecting an oriental-style beat-'em-up. Prepare yourself for a small surprise... it's another *Gauntlet* clone! Playability of a reasonable enough standard, though the scrolling's a little suspect. If you enjoyed *Gauntlet* you should like *Ninja Massacre.*

70%

ARCADE FLIGHT SIMULATOR

Not a simulator at all (in the generally accepted sense of the word), but a novel approach to the tried-and-tested scrolling shoot-'em-up formula. The game takes the form of an aerial dogfight over an area about four screens in size. Though tricky at first, it gives more of a feeling of being in control than usual. A two-player head-to-head option is also included, which isn't a bad thing — one of the best of a bad bunch!

78%

CONCLUSION

That old maxim 'quality not quantity' certainly isn't applicable here. It holds some interest as a potted history of the Codie's early years, but from a gameplayer's point of view there's painfully little to grab the attention. If you want a lot of games give it a whirl, but if it's ace C64 action you're after, save yer pennies and get three or four really good budget re-releases.

FORCE FACTOR 59%



● **ARCADE FLIGHT SIM — It's been ages since the Codies did a 'simulator' title — perhaps it's just as we**

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